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GAMESPOT GAMEGUIDE:

Tom Clancy's Rainbow Six: Rogue Spear

By Stephen Poole

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Getting Started



Welcome, recruit! As the newest member of the Rainbow Six team, you're about to embark on one of the most challenging and grueling experiences you've ever faced: fighting terrorist threats anywhere they arise on the globe. Whether your missions take you to the streets of New York City, the deserts of Oman, or the snowy steppes of Russia, your job is always the same: You must use every means at your disposal to save innocent lives and make sure the forces that placed those lives in danger never have a chance to do it again.

Though you'll have plenty of opportunity to undergo training in all aspects of field maneuvers, you won't know just how difficult the missions can be until you actually take charge of your first operation. With my help, though, you'll stand a very good chance of ending each mission with 100 percent success: no civilian casualties, all objectives achieved, terrorist threats eliminated, and all members of the Rainbow squad returning home alive.

THIS GUIDE PROVIDES:

- ▶▶▶ In-depth descriptions of all Rainbow personnel, including which ones are the most reliable under even the most intense situations.
- ▶▶▶ Thorough descriptions of all the weapons and equipment at your disposal, plus advice on when and how you should use them.
- ▶▶▶ Basic strategies and tactics to make each mission successful.
- ▶▶▶ Step-by-step instructions on how to complete each mission.
- ▶▶▶ A full list of cheat codes and Easter eggs.





Chapter One: The Personnel

Every Rainbow operation can only be as successful as the men and women you choose to lead it. While all Rainbow personnel are obviously better than their counterparts in any other organization, there are some within the organization who are better than others, especially for certain tasks.

Please note that the vast majority of team members in the mission walk-throughs in this guide are assault specialists; the only exceptions are snipers and recon specialists. The reason for this decision is simple: On missions involving electronics and demolitions, any operative can perform the required tasks - and time is never an issue when it comes to planting bugs or explosives. Therefore it's better to have someone who's stealthy and is a good marksman rather than an electronics specialist who can plant a bug quickly but who doesn't have the sort of skills that will ensure survival before and after the job. Your decision regarding personnel selection might vary, of course.

The most important selection when building any Rainbow team is the leader; Chavez, Bogart, Price, and Walther are far and away the four best choices for that honor.

ASSAULT

Assault personnel are the meat and potatoes of any Rainbow squad. There will be missions where you'll want to bring along other specialists, but with very few exceptions it's the assault guys who will be the driving force when you head into the field.





ARNAVISCA, SANTIAGO

NATIONALITY: Spanish

DOB: 1 Jan 66

BEST SKILLS AND ATTRIBUTES: Self-control (94), Stamina (83), Stealth (82)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (72), Sniper (49), Electronics (34), Demolitions (24)

VERDICT: Arnavisca's relatively low level of aggression and modest leadership capabilities make him a less than perfect candidate for a lead role, but his excellent marksmanship (the sniper rating is based on the same scale used for sniper specialists) and high degree of self-control make him an excellent member of any assault team.

BOGART, DANIEL

NATIONALITY: American

DOB: 12 Oct 54

BEST SKILLS AND ATTRIBUTES: Stamina (96), Leadership (96), Self-control (93)

WEAKEST SKILLS AND ATTRIBUTES: Sniper (51), Demolitions (20), Electronics (20)

VERDICT: Aggressive enough to take charge of even the most serious situations, but with enough self-control to ensure that the safety of innocents and team members is a top priority, Bogart should be considered one of the prime candidates for assuming a role as team lead.

BURKE, ANDREW

NATIONALITY: British

DOB: 12 Jan 68

BEST SKILLS AND ATTRIBUTES: Stamina (94), Aggression (91), Leadership (85)

WEAKEST SKILLS AND ATTRIBUTES: Self-control (75), Electronics (53), Sniper (36)

VERDICT: Burke's well-rounded set of skills should make you consider him one of the top support men when assembling a Rainbow team. While not quite a crack shot, like some of the other Rainbow assault specialists, his relatively high leadership capabilities mean he could fill a team role should one of your primary leaders be out of action.





CHAVEZ, DING

NATIONALITY: American

DOB: 12 Jan 68

BEST SKILLS AND ATTRIBUTES: Leadership (100), Stealth (100), Stamina (97), Aggression (95), Self-control (92)

WEAKEST SKILLS AND ATTRIBUTES: Electronics (67), Sniper (63)

VERDICT: It's hard to use the phrase "weakest skills and attributes" when describing Ding Chavez. Simply put, he is the finest operative at your disposal and the first choice for leading a team regardless of the mission objectives or enemy dispositions. Keep him alive at all costs.

FILATOV, GENEDY

NATIONALITY: Russian

DOB: 12 Feb 64

BEST SKILLS AND ATTRIBUTES: Self-control (87), Grenades (85), Aggression (82)

WEAKEST SKILLS AND ATTRIBUTES: Demolitions (62), Sniper (59), Electronics (36)

VERDICT: Filatov doesn't quite have the stuff that great team leaders are made of, but he is a solidly reliable team member - and his proficiency with grenades is a huge advantage if you need a team to frag a room or area in order to clear it.

HAIDER, KARL

NATIONALITY: Austrian

DOB: 10 Sep 75

BEST SKILLS AND ATTRIBUTES: Stamina (96), Stealth (74), Grenades (71)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (100), Self-control (71), Demolitions (42)

VERDICT: Haider's extremely aggressive nature and low degree of self-control make him a potential time bomb on missions where things don't go exactly as planned - which in the case of Rainbow Six means just about every outing. Avoid using him unless absolutely necessary.





HANLEY, TIMOTHY

NATIONALITY: Australian

DOB: 14 Apr 65

BEST SKILLS AND ATTRIBUTES: Stamina (100), Aggression (93), Stealth (85), Self-control (84), Grenades (84)

WEAKEST SKILLS AND ATTRIBUTES: Electronics (75), Sniper (43)

VERDICT: Though lacking the leadership abilities to qualify as an A-class team leader, Hanley's excellence at a wide variety of skills does make him one of your first choices as a team member, particularly when it comes to final assaults on hostage rooms. And if one of your first choices for team leaders becomes incapacitated, Hanley is more than up to the task.

LOISELLE, LOUIS

NATIONALITY: French

DOB: 6 Jun 68

BEST SKILLS AND ATTRIBUTES: Self-control (100), Aggression (90), Stealth (78)

WEAKEST SKILLS AND ATTRIBUTES: Sniper (50), Demolitions (49)

VERDICT: If Loiselles had greater leadership abilities, he would rank right up there with Chavez as a first-string team leader. As a support member, however, Loiselles's all-around excellence makes him a jack-of-all-trades who can be a crucial part of any Rainbow squad.

MURAD, JAMAL

NATIONALITY: Egyptian

DOB: 3 Apr 72

BEST SKILLS AND ATTRIBUTES: Self-control (99), Aggression (99), Stealth (88)

WEAKEST SKILLS AND ATTRIBUTES: Stamina (65), Electronics (50), Sniper (42), Demolitions (16)

VERDICT: Murad undoubtedly has all the expertise you could hope for in a Rainbow team member, but his insistence on sticking to the plan means he can sometimes become a liability if the need to improvise arises. He is best in a support role on a team.





NORONHA, ALEJANDRO

NATIONALITY: Brazilian

DOB: 08 Jun 59

BEST SKILLS AND ATTRIBUTES: Aggression (91), Self-control (91), Stamina (82), Grenades (75)

WEAKEST SKILLS AND ATTRIBUTES: Stealth (73), Sniper (56), Demolitions (50), Electronics (32)

VERDICT: Noronha is something of a jack-of-all trades; he's very good at many things, but not truly a master of any of them. Still, he has an excellent set of skills that make him a good choice for any assault team - and he's very unlikely to crack under pressure and ignore orders.

NOVIKOV, ARKADI

NATIONALITY: Russian

DOB: 24 May 66

BEST SKILLS AND ATTRIBUTES: Leadership (99), Electronics (85), Sniper (75)

WEAKEST SKILLS AND ATTRIBUTES: Stamina (83), Self-control (80), Aggression (74), Demolitions (32)

VERDICT: Novikov's extremely high leadership qualities are offset by limited self-control and a lack of the killer instinct that sets guys like Chavez and Bogart above the rest. He is good as part of a team but not at the head of it.

PRICE, EDDIE

NATIONALITY: British

DOB: 21 Sept 58

BEST SKILLS AND ATTRIBUTES: Leadership (95), Self-control (90), Stealth (89), Grenades (77)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (80), Electronics (63), Sniper (52)

VERDICT: Eddie Price ranks right up there with Chavez and Bogart as an excellent choice as a team leader. His multitude of talents and long years of experience will pay off with success almost every time.





RAKUZANKA, KAZIMIERA

NATIONALITY: Polish

DOB: 29 Feb 64

BEST SKILLS AND ATTRIBUTES: Stamina (96), Stealth (80), Sniper (73), Grenades (70)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (85), Self-control (60), Electronics (52), Demolitions (50)

VERDICT: Rakuzanka is a great shot and is fairly stealthy, but her low degree of self-control means you stand a good chance of seeing her heading out for some freelance action rather than sticking to the mission plan.

RAYMOND, RENEE

NATIONALITY: American

DOB: 30 Mar 68

BEST SKILLS AND ATTRIBUTES: Stealth (96), Self-control (90), Stamina (91), Sniper (68), Grenades (85)

WEAKEST SKILLS AND ATTRIBUTES: Leadership (79), Aggression (75), Demolitions (30), Electronics (23)

VERDICT: Four words can sum up Raymond: This gal can shoot. If Raymond can't drop a tango before he endangers her teammates, no one can. Extremely stealthy and a top-notch marksman - not to mention a real pro with grenades - Raymond is so good at backing up her team that she should be paired with whomever you consider your weakest team leader.

WALTHER, JORG

NATIONALITY: German

DOB: 17 May 74

BEST SKILLS AND ATTRIBUTES: Leadership (97), Stamina (96), Electronics (89), Grenades (83)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (76), Sniper (71), Stealth (71)

VERDICT: Walther doesn't quite have the killer instinct of Chavez, but not many people do. His excellent marksmanship and skill with grenades and electronics put him near the front of the Rainbow class. He's a good choice for a team leader role.



DEMOLITIONS

Placing explosives and defusing bombs can be a crucial aspect of a Rainbow mission. While all your personnel are capable of putting explosives into place and detonating them, a demolitions expert can do it faster than anyone else.

BECKENBAUER, LARS

NATIONALITY: German

DOB: 21 Aug 53

BEST SKILLS AND ATTRIBUTES: Electronics (91), Stamina (81), Grenades (80)

WEAKEST SKILLS AND ATTRIBUTES: Leadership (78), Self-control (77), Assault (76), Sniper (31)

VERDICT: Beckenbauer's demolitions expertise and proficiency with grenades don't make up for his poor gun work. He's not the top choice when choosing a demolitions expert.

McALLEN, ROGER

NATIONALITY: Canadian

DOB: 6 Jun 64

BEST SKILLS AND ATTRIBUTES: Grenades (100), Stamina (98), Sniper (65)

WEAKEST SKILLS AND ATTRIBUTES: Electronics (71), Aggression (70), Stealth (70)

VERDICT: Need someone to toss a few grenades? McAllen should be on the A-list, provided you can deal with his somewhat disappointing stealth rating. He's the best demolitions person you've got.

MORRIS, GERALD

NATIONALITY: American

DOB: 24 Dec 65

BEST SKILLS AND ATTRIBUTES: Grenades (97), Sniper (63), Assault (80)

WEAKEST SKILLS AND ATTRIBUTES: Stamina (79), Stealth (71), Aggression (40)

VERDICT: Morris is obviously very talented with weaponry, but his low aggression level means he might hesitate during a crucial moment of a mission.



ELECTRONICS

Rainbow missions aren't merely about saving hostages and taking out tangos. Gathering data with electronic surveillance devices might not sound as glamorous as a flashbang assault, but the intelligence gathered this way can be invaluable. When you need to place phone bugs or hidden cameras or hack into computer systems, an electronics specialist will ensure that the job is done right.

DUBARRY, ALAIN

NATIONALITY: French

DOB: 27 Sep 67

BEST SKILLS AND ATTRIBUTES: Stamina (91), Assault (84), Grenades (81), Sniper (66)

WEAKEST SKILLS AND ATTRIBUTES: Self-control (76), Aggression (72), Stealth (73)

VERDICT: Dubarry's a prime selection if you need electronics work done in a hurry, and it's nice that he knows how to handle a gun and grenades.

LOFQUIST, ANNIKA

NATIONALITY: Swedish

DOB: 2 Nov 66

BEST SKILLS AND ATTRIBUTES: Leadership (92), Assault (85), Stamina (82), Grenades (69)

WEAKEST SKILLS AND ATTRIBUTES: Self-control (77), Stealth (69), Sniper (59)

VERDICT: Lofquist's good leadership qualities will probably go unused during the course of your missions, but in a pinch you could take advantage of her general assault skills. Overall, however, Dubarry is probably a better choice when you need an electronics specialist.

RECON

All the Rainbow personnel are stealthy, but the recon specialists take the "art of not being seen" to new and sometimes thrilling levels. Sometimes being spotted while on a mission can have grave repercussions; if that's a concern, you should choose one of these guys for the job.





MALDINI, ANTONIO

NATIONALITY: Italian

DOB: 14 Oct 66

BEST SKILLS AND ATTRIBUTES: Stamina (95), Assault (90), Self-control (80)

WEAKEST SKILLS AND ATTRIBUTES: Leadership (60), Demolitions (65), Sniper (38)

VERDICT: Recon specialists often don't have to use their weapons - a good thing since Maldini isn't exactly a deadeye shot. He's not the cream of the Rainbow crop in reconnaissance work.

PAK, SUO-WON

NATIONALITY: South Korean

DOB: 12 Dec 73

BEST SKILLS AND ATTRIBUTES: Stamina (100), Assault (89), Self-control (88), Grenades (65)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (60), Sniper (51), Demolitions (65)

VERDICT: Maldini scores a bit higher in the stealth department, but Pak is still one of your top recon men because of his excellent assault abilities and high degree of self-control.

SWEENEY, KEVIN

NATIONALITY: American

DOB: 30 Mar 68

BEST SKILLS AND ATTRIBUTES: Electronics (96), Self-control (95), Assault (90), Stamina (85)

WEAKEST SKILLS AND ATTRIBUTES: Sniper (59), Grenades (50), Demolitions (30)

VERDICT: If you need to send someone in to plant bugs or deactivate security systems, and there's not a huge area to be covered, Sweeney is definitely the man to use.

WOO, TRACY

NATIONALITY: American

DOB: 14 Jul 71

BEST SKILLS AND ATTRIBUTES: Stamina (96), Electronics (85), Self-control (85), Assault (80), Sniper (61)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (50), Grenades (50), Demolitions (30)

VERDICT: Woo makes a good second choice behind Sweeney for electronics jobs, but forget about using her if the task involves bombs.





YACOBY, AYANA

NATIONALITY: Israeli

DOB: 3 Mar 73

BEST SKILLS AND ATTRIBUTES: Assault (97), Stamina (95), Electronics (86), Grenades (60)

WEAKEST SKILLS AND ATTRIBUTES: Aggression (95), Self-control (70), Sniper (54), Demolitions (30)

VERDICT: Yacoby's great assault capabilities are completely negated by the mix of high aggression and low self-control. She is a time bomb waiting to go off.

SNIPERS

Death from a distance is what the Rainbow snipers specialize in. Shot for shot, they might be the most important personnel at your disposal - they can often bring a conclusion to a crisis situation with a single bullet.

GALANOS, KURE

NATIONALITY: Greek

DOB: 25 Jul 75

BEST SKILLS AND ATTRIBUTES: Stealth (99), Stamina (90), Self-control (90), Leadership (88)

WEAKEST SKILLS AND ATTRIBUTES: Assault (50), Demolitions (45), Electronics (22)

VERDICT: Solid and reliable, Galanos makes a trustworthy addition to any squad requiring a sniper, but she's a bit of a liability if the need for close combat arises.

JOHNSTON, HOMER

NATIONALITY: American

DOB: 23 Aug 72

BEST SKILLS AND ATTRIBUTES: Stealth (100), Stamina (98), Self-control (87), Grenades (70), Aggression (89)

WEAKEST SKILLS AND ATTRIBUTES: Demolitions (55), Electronics (50), Assault (42)

VERDICT: Your best marksman's high aggression level is offset by good self-control. He's the cream of the crop when it comes to taking down tangers from long range.





NARINO, EMILIO

NATIONALITY: Colombian

DOB: 12 Jan 67

BEST SKILLS AND ATTRIBUTES: Stamina (84), Leadership (80), Grenades (67), Aggression (95)

WEAKEST SKILLS AND ATTRIBUTES: Self-control (54), Electronics (56), Assault (39)

VERDICT: Ultra-aggressive and with low self-control, Narino's not the guy you want to be sitting patiently by while he has a target lined up in his sights. He also lacks the stealth and stamina of Johnston and Galanos.

PETERSEN, EINAR

NATIONALITY: Norwegian

DOB: 14 Sep 70

BEST SKILLS AND ATTRIBUTES: Self-control (100), Stamina (98), Stealth (89), Grenades (75)

WEAKEST SKILLS AND ATTRIBUTES: Electronics (49), Assault (36), Demolitions (24)

VERDICT: Cool as the Norwegian air in winter and boasting incredible marksmanship, Petersen ranks up there with Johnston as one of your top two choices for sniper specialists.

WEBER, DIETER

NATIONALITY: German

DOB: 9 Jul 71

BEST SKILLS AND ATTRIBUTES: Stamina (100), Stealth (96), Aggression (93), Self-control (84), Grenades (72)

WEAKEST SKILLS AND ATTRIBUTES: Electronics (61), Demolitions (53), Assault (45)

VERDICT: Weber's calm demeanor makes him a good selection when you expect things to get hairy, and in a few cases, the fact that he's a couple of inches taller than the other snipers can give him a slight advantage.





Chapter Two:

Weapons and Equipment

The goal of any Rainbow operation is to save innocent lives - and to do that you'll frequently need to use deadly force. But often just taking down a tango isn't enough: You've also got to avoid being detected or alerting other enemies in the process. The arsenal here is extensive and tantalizingly varied, but most of you will quickly gravitate toward a couple of weapons that provide the best balance of firepower and stealth. And don't make the mistake of hauling out the biggest guns you can find just because there aren't any hostages involved in an operation. Your enemies are straining to hear any noises that will tip them off to possible armed intervention, and a big shotgun blast or the loud crack of a sniper rifle fired when not needed will give them the chance to prepare a welcoming party for you.

PRIMARY WEAPONS: RIFLES AND SHOTGUNS

There aren't many decisions more important than the type of primary weapon you'll take on a mission. When making your selection, you need to keep several things in mind, including caliber (you need larger bullets when facing tangos wearing body armor), ammo type (jacketed hollow-point rounds are best when stealth is a priority), magazine capacity, and sound suppression. We've made suggestions at the start of each mission walk-through as to which primary weapon you should use, but of course the best choice is the one you feel most comfortable with.





HECKLER & KOCH MP5K-PDW

AMMO: 9mm

CLIPS: 6x30

TRIGGER GROUPS: Single and full auto

NOTES: While the folding stock and light weight of the MP5K-PDW make this seem an attractive choice when larger weapons might be unwieldy, the fact that there is no sound suppression makes it a poor choice for missions where you can't afford to be detected.

Heckler & Koch MP5A4 and MP5SD

AMMO: 9mm

CLIPS: 6x30

TRIGGER GROUPS: Single, triple, and full auto

NOTES: The classic MP5 is highly accurate even when fired on full automatic, but like the smaller MP5K-PDW, its lack of sound suppression makes it a liability on many missions. Because of its phenomenal silencer, the MP5SD will be the primary weapon you carry on the vast majority of your Rainbow operations when the tingos are not wearing body armor. Try using it in single-fire mode when possible to cut down even further on noise.

Heckler & Koch MP5/10A2 and MP5/10SD

AMMO: 10mm

CLIPS: 5x30

TRIGGER GROUPS: Single and full auto

NOTES: The increased stopping power of the 10mm round comes at a price of greater recoil and thus less accuracy. For missions involving tingos in light body armor, choose the silenced version for the best mix of power and silence.

Heckler & Koch UMP45 and UMP45SD

AMMO: 45

CLIPS: 5x25

TRIGGER GROUPS: Single, triple, and full auto

NOTES: Like the MP5/10 series, the UMP45 delivers real stopping power but with greater recoil and a lower rate of fire. The silenced version is still a great choice when stealth is a priority, particularly if enemies are wearing body armor, making it the second-most-used primary weapon after the MP5SD.





M4 CARBINE

AMMO: 5.56x45mm

CLIPS: 5x30

TRIGGER GROUPS: Single and full auto

NOTES: This baby packs the punch of an M-16 but in a much more compact form. The lack of sound suppression makes it a liability on most missions, however.

HECKLER & KOCH G3A3

AMMO: 7.62x51mm

CLIPS: 4x20

TRIGGER GROUPS: Single and full auto

NOTES: When you absolutely, positively must make a single shot, the only thing better than the G3A3 is a sniper rifle. It's the most accurate assault rifle in the Rainbow arsenal, and its deadly 7.62 NATO round could bring down a grizzly bear. Keep an eye on the ammo when using this baby, though - those 20-round magazines can empty pretty quickly if you're not careful.

HECKLER & KOCH G36K

AMMO: 5.56x45mm

CLIPS: 5x30

TRIGGER GROUPS: Single, triple, and full auto

NOTES: The G36K is similar to the M4, but the addition of a triple-fire trigger group makes it a better selection.

ENFIELD L85A1

AMMO: 5.56x45mm

CLIPS: 5x30

TRIGGER GROUPS: Single, triple, and full auto

NOTES: This is a very good selection when there's no need for sound suppression. It has a good scope.





STEYR AUG

AMMO: 5.56x45mm

CLIPS: 5x30

TRIGGER GROUPS: Single, triple, and full auto

NOTES: There's nothing particularly special about the Steyr AUG as far as specs go, but you won't find a cooler-looking weapon than this.

M16A2

AMMO: 5.56x45mm

CLIPS: 5x30

TRIGGER GROUPS: Single and full auto

NOTES: When you've got to make your shots count from a long distance, try the M16. It has the longest range of any assault rifle you can pick and can penetrate all but the thickest body armor.

M14

AMMO: 7.62x51mm

CLIPS: 4x20

TRIGGER GROUPS: Single and full auto

NOTES: A real classic, the M14 has been in use for more than 40 years. It's nearly as accurate as the G3A3, but like that rifle, it also has limited magazine capacity.

BARRETT M82A1

AMMO: .50

CLIPS: 2x10

TRIGGER GROUPS: Single

NOTES: The massive .50 Browning round fired by the Barrett can rip through an engine block - and through multiple targets, including friendlies, if you're not careful. Because of its size, you can't crouch and move while carrying this weapon.





PSG-1

AMMO: 7.62x51mm

CLIPS: 4x5

TRIGGER GROUPS: Single

NOTES: The 6x sight zooms in so close you can almost read your target's lips, and the 7.62 round will make sure they don't do any more talking! You can walk with this weapon, but you can't climb with it.

WALTER WA2000

AMMO: .300

CLIPS: 3x6

TRIGGER GROUPS: Single

NOTES: This is an excellent choice if any of your operatives have to climb. It's the only sniper rifle you can carry while climbing.

BENELLI M1

AMMO: 12-gauge 00 buckshot

CLIPS: 5x7

TRIGGER GROUPS: Single

NOTES: A surprisingly small amount of recoil makes this shotgun a favorite among antiterrorist units. It's useful for breaching doors or for close-quarters combat.

SPAS-12

AMMO: 12-gauge 00 buckshot

CLIPS: 4x9

TRIGGER GROUPS: Single and full auto

NOTES: In full-auto mode, the SPAS-12 shotgun is capable of firing nine rounds in just over two seconds.





SECONDARY WEAPONS: PISTOLS

Rarely will you turn to your pistol as your main weapon - that's why it's called secondary - but in certain instances you'll want to use it because you're less likely to be detected. Be forewarned, though, that very few of these pack enough punch to bring down enemies wearing body armor.

BERETTA 92FS 9MM AND 9MM-SD

AMMO: 9mm

CLIPS: 4x15

NOTES: The 9mm Beretta might not have the stopping power of the .45, but the larger magazines and lighter recoil make it a good choice for nearly all missions. Go for the silenced version.

HECKLER & KOCH .40 USP AND USP-SD

AMMO: 40

CLIPS: 3x13

NOTES: Larger rounds mean less ammo, but it's almost impossible to use up nearly 40 pistol rounds anyway.

HECKLER & KOCH .45 MARK23 AND MARK23-SD

AMMO: .45

CLIPS: 3x12

NOTES: The handgun of choice for the US Special Forces packs a major wallop with its .45 slug.





.50 DESERT EAGLE

AMMO: .50

CLIPS: 2x7

NOTES: The Desert Eagle can punch through body armor, but the trade-off is that it has the fewest rounds per magazine of any pistol you can carry.

.357 DESERT EAGLE

AMMO: .357

CLIPS: 3x9

NOTES: The .357 Desert Eagle is nearly as powerful as the larger .50 Desert Eagle and has a larger magazine capacity.

EQUIPMENT

What you'll carry in addition to your primary and secondary weapons depends on the mission objectives, the type of environment you'll be working in, and in some cases how many tingos you'll be facing. The mission walk-throughs that follow later in this guide will list any items you absolutely must have to complete each mission, but for now let's briefly review what your choices are for each operative.

BINOCULARS

These are great for recon missions when you need to study the movements of enemy guards from a distance. Two zoom factors (4x and 8x) and a range finder mean you can find out everything you need to know with just a glance.

BREACHING CHARGE

Breaching charges are used to explosively remove doors for rapid entry. Don't waste one of your two equipment slots carrying flashbangs if you choose to carry the breaching charge - its explosive blast not only stuns bystanders, but can wound and even kill them. It's obviously not for use when hostages are inside a room.





DEMOLITIONS KIT

If you need to place explosives or disarm a terrorist bomb in a hurry, be sure to carry along a demolitions kit. Just like the lockpick kit, the DK isn't absolutely necessary, but it sure speeds things up.

ELECTRONICS KIT

Several missions require you to place bugs and surveillance cameras. When the heat is on and you need to get in and get out fast, carry this electronics kit to cut down on the time you spend doing precision espionage work.

FLASHBANGS

A flashbang is one of the most useful pieces of equipment you can carry on a hostage rescue mission. Toss a flashbang into a room occupied by terrorists and hostages, and the brilliant flash and loud bang will disorient and confuse everyone in the vicinity, giving you a couple of much-needed seconds to enter the room and take down tangos. Avoid looking in the direction of a flashbang, or you'll find out firsthand just how effective they are!

FRAG GRENADES

Frag grenades are loud and deadly, so don't use them if hostages are nearby or if you can't risk detection by tangos. Remember to stand up when you toss these in an open area, or they won't travel far enough to keep you out of the blast radius.

HEARTBEAT SENSOR

Occasionally the authorities will be able to set up a heartbeat-detection system around the perimeter where an operation is going to take place, and in those instances you don't need to carry this device. But most of the time that's not the case, and generally you'll want at least one member on a team carrying this wonderful little gadget that displays the locations of tangos and friendlies, even through concrete walls. Note that you must hold the sensor level in order for it to work and that it will not indicate the presence of people on levels higher or lower than where you're standing.





LOCKPICK KITS

All team members are capable of picking locks, even without a lockpick kit, but when speed is of the essence, you should make it a point to carry this kit with you. It also works on locks that use cardswipes.

PRIMARY AND SECONDARY MAGAZINES

You can carry extra ammo clips for your weapons - though they're almost never needed.

UNIFORMS

Choose each team member's uniform based on what their assignment is and the environment in which they'll be operating. Snipers usually wear light uniforms; assault, recon, and electronics members have enough mobility in medium; and demolitions experts should opt for the heaviest protection available. Remember to choose the color and camouflage types that match your environment - you don't want to head out into the snow in a black uniform!





Chapter Three:

Basic Tactics

Thorough and thoughtful mission planning is the key to any successful operation, but almost as important as what you plan to do is how you perform once you hit the insertion zone. Every Rainbow leader has a favorite tactic, but here are a few general pointers that everyone should follow to ensure the safety of team members and hostages.

WALK, DON'T RUN

It can be pretty tempting to break into a run during a mission, especially if you're on your sixth or seventh replay and are desperate to move to the next spot where you can carry out an action, but you should do so only if you're completely positive there are no tangos in the vicinity. There are many reasons to avoid running: It makes it more difficult to fire accurately, it creates more noise an enemy can hear, and you can't fire at all if you're running while crouched. Remember, there's no clock involved here.

But we all know there are exceptions to every rule, and there are a few instances where running can give you a distinct advantage. At the start of some missions you might be able to maneuver into a perfect position by running, whereas walking might give the enemy forces enough time to move to a place that robs you of an advantage (the 747 mission is a good example).





USE SINGLE SHOTS WITH JACKETED HOLLOW-POINT ROUNDS WHENEVER POSSIBLE

For some reason, a single head shot will drop a tango without a sound, while peppering his noggin with three or more bullets will cause him to cry out. It doesn't make much sense, but that's just the way it is. The jacketed hollow-point rounds usually won't pass through a body, but if they do, they won't go very far - nor will they have enough velocity to make a loud noise the way the full-metal-jacket rounds do. You will, however, want to use FMJ rounds on any mission where you're facing tangos in body armor.

COORDINATE TEAM EFFORTS

It's possible to complete several of the operations with one team, but others - especially ones that take place in larger areas chock-full of tangos - will require the coordinated efforts of several teams. The best way to do this is through the use of Go codes, which serve as "stoplights." Give a team a Go code of Alpha, for instance, and that team will stay at the Go code waypoint performing whatever task you assigned, until you issue the Alpha command.

Mastering Go codes can be a little tricky, especially if you use different ones - Alpha, Bravo, Charlie, or Delta - for each team. The easiest method is to use one Go code for all teams, making sure you assign the Go code at the appropriate waypoint. This is a good system for ensuring that several teams enter a hostage area at once, confusing the terrorists and providing the maximum amount of simultaneous firepower and coverage. But in cases where you want one team to advance while another stays put, you pretty much have to use different Go codes, unless you start issuing Hold orders to specific teams (and that can get sort of confusing - see the next section). In these cases, it's a good idea to write down what each occurrence of each Go code tells the given team to do.



REGULARLY MONITOR TEAMS

Even with the addition of a more-useful 3D display during the planning stages, teams can still get stuck in certain locations or maneuver into a spot that's not nearly as safe as it looked when you drew up the plan. And there's always a chance you might forget you've issued a Hold order to halt a team (or part of a team, if you issue it to only the team you're controlling), because you've become so engrossed in the action. Call up the team map from time to time to make sure all your teams are moving along as they should, or better yet, cycle through the teams to get a first-hand view of their situations.

FIND SAFE PLACES FOR UTILITARIAN TASKS

Throughout the course of each mission, there are certain times when you'll be extremely vulnerable: when you're changing magazines, using a heartbeat sensor, placing a breaching charge, or scanning the distance with a rifle scope. So before you do any of these things, try to find a spot you know is safe, and use a heartbeat sensor to scan the area for any approaching tangos. Speaking of heartbeat sensors....

USE HEARTBEAT SENSORS WISELY

Don't give everyone on your team a heartbeat sensor! If you have a team in recon mode that you aren't controlling, it won't have its weapons ready. The best tactic is to give one heartbeat sensor per team, and to not give it to the leader unless you plan on controlling that team for most of the mission (sometimes it's quite difficult to position a teammate in the optimal spot for heartbeat detection). Why? Because you always play as the leader, and this way, if you take control of a team, you can get all the data you need about the location of tangos and also have a weapon drawn.





SMALLER IS BETTER

Try to use as few operatives on a team as possible. The advantages of smaller teams are many - they are not as likely to be discovered, they are easier to manage, they are less likely to get spread out, they can maneuver more quickly and easily through narrow passages, they can climb ladders in a shorter amount of time - and there's always the fact that the fewer people you have in the field, the fewer that might come back wounded or even dead.

UNDERSTAND THE RULES OF ENGAGEMENT

You're sneaking up on a room full of tangos. You know they're there because you spied them through a plate-glass window, but you want to move into just the right spot to begin your assault. Just as you're about to fling open a door, a shot rings out behind you and the window shatters, alerting every bad guy to your presence. Why did that happen? Because you didn't realize your team was in assault mode - and in that mode your team will fire on any terrorists it sees. The various modes of movement and attack are called rules of engagement - memorize them and keep them at the front of your mind during both the planning and action phases of an operation. This is especially important during the action phase, because it's only when you're in the field that you know for certain whether the rule of engagement you assigned to a team is the right one. You can change both ROE and team speed "on the fly" by switching to that team and hitting the appropriate key to cycle through modes of attack and speed (blitz, normal, and cautious).

ASSAULT

The team will engage any threats it encounters and spread out upon entering rooms.





INFILTRATE

In this mode, team members will only fire on an enemy if he is in their path of movement. The good news is that they'll use silenced weapons if available; the bad news is that teams in this mode can walk past an enemy who's not in their way but who has a clear shot at them nonetheless.

RECON

Moving in a crouch, teams will fire only if fired upon, and should that happen, they'll use silenced weapons if available. Any team members carrying heartbeat sensors will automatically use them if the team is in this mode, so one team member with a heartbeat sensor is enough.

ESCORT

A team must be in escort mode for hostages to follow it. The team will behave the same as in assault mode, engaging any threat it encounters. Should you find it necessary to have a hostage stay in one place while in this mode, have the hostage follow you to it and then switch the team to any other mode.

You should also make sure teams are moving at the right speed. A team that's set to blitz is more vulnerable and more likely to harm a hostage, while a team moving cautiously will pause when spotting a target to make sure it's not a friendly - and that might give the tango enough time to get off the first shot.



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Chapter Four:

Mission Walk-throughs

Now that you're acquainted with the personnel you'll be deploying and the weapons you'll be using, and you have an understanding of some basic tactics and strategies, it's time to get down to business. Regardless of the situation facing you during an operation, remember that your top priority is to save innocent lives. Usually that means rescuing hostages, but with the increasing popularity of weapons of mass destruction and death among terrorists groups, and the steady proliferation of those groups, you could very easily be faced with a situation where thousands or even millions of lives are at stake.

To aid you in your missions, I'll provide you with as complete a rundown of the situation as possible, make recommendations regarding equipment and personnel selection, and give you a good idea of where tangerines are located and the best paths your teams should make. Remember, however, that every Rainbow leader has different preferences: There are many different ways to approach any given mission, and which personnel you select, the number of teams, and which weapons you decide to carry can differ from my recommendations. Also, keep in mind that all mission walk-throughs are based on the veteran difficulty setting: If you choose to play at the elite level, you'll want to refer to the threat list preceding each mission to determine how many more tangerines you might face. Because of the extreme difficulty of the elite level, I suggest playing on veteran and turning off auto-aim if you find the going too easy.

Finally, there is the issue of team control. Some Rainbow leaders have enough confidence in each team leader that they feel completely at ease letting the team leaders handle all the assigned actions, but others - including me - like to take a more active role as each team carries out its mission. The reason I prefer taking control is that the terrorists of today are much smarter and more aware than in the past, and disturbingly they're also much better



shots. You might plot a path for a team that's seemingly flawless, but the random movements of terrorists - coupled with a consequent inappropriate ROE mode and movement speed - can spell disaster. If you opt to let teams go it alone, and they run into trouble, use the replay function to determine the problem, and adjust your plan accordingly.

PANDORA TRIGGER

LOCATION: New York City

Your first mission is a real baptism by fire: A group of Egyptian extremists has stormed the Museum of Art in New York City during a reception held to celebrate the opening of an exhibit of Egyptian antiquities. Fortunately, NYPD was able to set up a heartbeat surveillance system, providing you with the exact location of all tangos and hostages (on the elite setting there will be no differentiation between the two on the heartbeat-sensor display).

The biggest problems facing you are the numerous balconies that provide perfect spots for sniper fire and the fact that the terrorists are constantly moving between the first and second floors. It doesn't help matters any that these tangos are very much on edge - if they even suspect someone is about to enter the room containing the hostages, they'll kill him almost instantly.

OBJECTIVE: Rescue all hostages

BLUE TEAM: Chavez, Arnavisca

RED TEAM: Walter, Johnston

GREEN TEAM: Bogart, Peterson

EQUIPMENT: MP5SD for assault, PSG-1 for snipers, 92FS 9mm-SD, flashbangs, Street Medium

THREATS: Recruit - 9, Veteran - 15, Elite - 23

This mission can be completed by a single two-man team, but only if you succeed in maintaining a high degree of stealth throughout the entire operation. If the terrorists become aware of your presence, up to three of them will gather in the hostage room and the room





adjacent to it - and that will require you to enter with flashbangs and bring them down in a hurry. Also, you're likely to need the snipers in case you choose the elite mission.

Position Blue team at the rear entrance and Red and Green at the front of the museum. Have Red and Green move into positions where they can see the hostage but not be spotted by the tangos, and order them to begin sniping: It's likely you'll get lucky and they'll manage to bring down an enemy and let the hostage in the front doorway escape. If not, just bide your time - Blue will have a nasty surprise from the rear.



Go through the rear entrance to this doorway for some very easy pickings. From here you can advance down the right side of the room and take out several more tangos very close to the hostage room.





Take control of Blue team and use the heartbeat sensor to determine when the guard patrolling the hallway is walking away from you. Open the door and bring him down, then move directly ahead (bypassing the stairs) and crouch at the left side of the doorway. Again, use the heartbeat-sensor display to determine where hostiles are located, then open the door and pick them off one by one - if you're really lucky you might drop as many as four or five tangos in this one spot. Beware the terrorist hiding either in the stone structure in front and to the left of the door or in the right- or left-hand corner as you enter the room.



From this room you can eliminate one of the terrorists guarding the hostages, as well as many others ascending and descending the stairs to the right.





When the room is clear, move along the right-hand side of the room and stealthily enter the passageway, turn left, then enter the first room on the right. Order your team-mate to cover the area (try to make sure he's facing the doorway to your back!), then wait: From this spot you can drop several bad guys as they ascend and descend the stairs you can see through the doorway in front of you. Check to make sure the coast is clear, then ease up to the doorway and peek to the left. If you haven't made too much noise (and don't worry about the bodies piling up - the terrorists never seem to notice), you'll see a hostage guard leaning against a wall smoking a cigarette. Drop him with a single shot, and you've just made the task of getting the hostages out considerably easier.



This isn't nearly as chancy as it looks from this angle - especially if you have another team in position to flashbang the room adjacent to the one where this hostage is standing.





At this point you can send Red and Green in through the front entrance (assuming the hostage is no longer in the doorway, for elite players) and have them begin advancing toward the hostage room. Try to keep them away from the center of large rooms, instead traveling through smaller areas whenever possible. As Blue, leave the room the way you came in and ascend the stairway on your left. Move through all areas of the second floor, eliminating any tangos that might have escaped your wrath, paying special attention to the very long balconies at the far end of the building. Sometimes tangos will get entrenched at the far end of those balconies, and they can be a real pain to take down. A sniper might be your best option, so be ready to move Red or Green upstairs if the need arises.

Once the upper floor is cleared, it's time to save those hostages. There are two entrances to the room containing the hostages; one is in the room beside where you shot the nicotine addict (it contains a bunch of glass display cases), and the other is the doorway where the smoker was leaning. Send one team to the entrance with the display case while you slowly move up to the other entrance, with Green backing you up. If there are only two guards left, you can easily shoot the one in the hostage room, dash inside, and pick off the other as he runs in to put a gun on the hostages. To be on the safe side, though, you might want to use a Go code to have all the teams flashbang the rooms and then enter in assault mode.

MISSION ACCOMPLISHED!

ELAPSED TIME: 8:42

HOSTAGES RESCUED: 3

TERRORISTS KILLED: 15

RAINBOW CASUALTIES: None



ARCTIC FLARE

LOCATION: Off the coast of Japan

Some people think the end justifies the means - even when the means they choose are almost in direct contrast to the ends they are trying to achieve.

A group of fanatical anti-nuke terrorists have seized an oil tanker off the coast of Japan. They won't hesitate to blow up the ship if their demands aren't met - but if they do that they'll create a massive oil slick that not only will harm the ecosystem, but will foul the cooling generators of nearby nuclear reactors. A meltdown won't occur because the plants can be brought offline before the oil reaches them, but Japan's major cities will experience a black-out.

You won't have the luxury of automatic heartbeat surveillance this time around, but you can still carry heartbeat sensors to help you locate the terrorists - and the hostages. Oh, and I forgot to mention that the bad guys are holding four of the crewmen hostage.

OBJECTIVES: Rescue all hostages, prevent bomb detonation

BLUE TEAM: Chavez, Raymond

RED TEAM: Walter, Arnavisca

GREEN TEAM: Bogart, Johnston

YELLOW TEAM: Petersen

EQUIPMENT: MP5SD for assault, PSG-1 for snipers, 92FS 9mm-SD, flashbangs, heartbeat sensors, binoculars for Bogart

THREATS: Recruit - 10, Veteran - 16, Elite - 22

During the planning stage, assign a Go code that will have the two assault teams defending the area just in front of the insertion point - right up against the bulkhead closest to the stern (where the superstructure tower is located) is the best spot. Send the two snipers to the port and starboard sides of the bow and begin sniping; there will be at least two and as many as four terrorists to bring down before the coast is clear and you can send Blue and Red to begin the process of infiltrating the interior of the ship.



GameSpot Game Guide: Tom Clancy's Rainbow Six: Rogue Spear



Send Blue down the left side of the ship and Red down the right, and have both use their heartbeat sensors to determine tango locations before entering the respective doorways leading to the inside of the stern superstructure (this means put them in recon mode before having them go through the door in assault mode, if you're not controlling them). There'll be three or four tangos roaming the hallway in front of the locker room on this level, so make sure all have been taken down before you advance any further. (It's a good idea to give whoever is not the team leader the heartbeat sensors. That way you can take control of the team, put it in recon mode, and see the sensor display without putting away your weapon.)



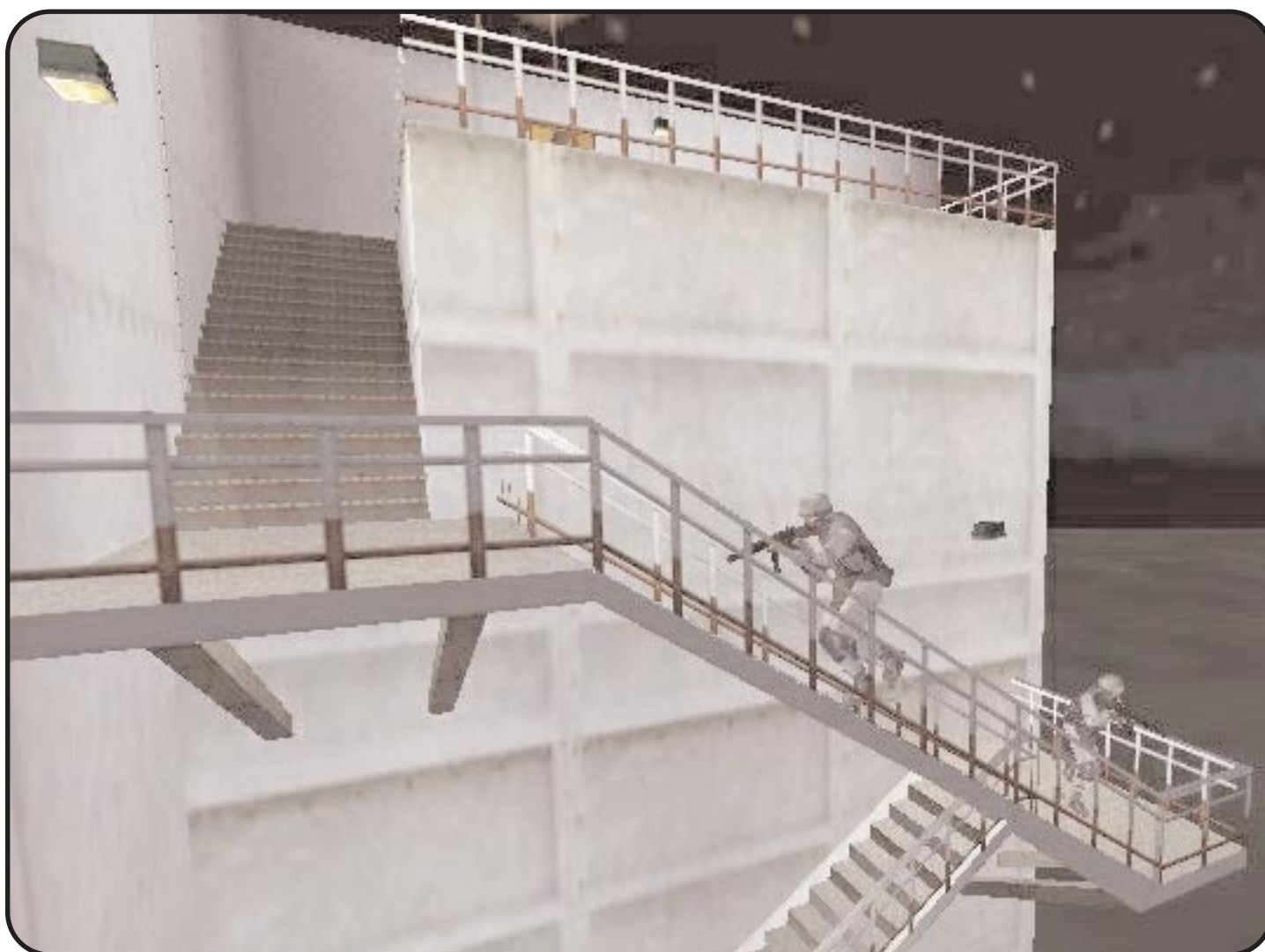
The chances are good that these terrorists will walk right into your path when Blue team enters the lowest level of the superstructure, but if you get tired of waiting for them, just pop a couple of rounds into a bulkhead - that'll bring 'em out!



GameSpot Game Guide: Tom Clancy's Rainbow Six: Rogue Spear



Send Blue up the left flight of stairs, being fully aware there are at least two more terrorists roaming the hallway here - one will likely be at the far end of the hall (just above where Red team entered one level down) and another is likely to emerge at the stairway in the middle of the hall. Crouch at the top of the stairs and peek to the left, and you should be able to pick them off. Head back down the stairs after you bring them down, take a left down the hallway, then another left that leads back out onto the deck. There's a guard waiting just outside this door, so be ready for him. At this point you'll want Red team to follow behind Blue as they ascend the outer stairway. Don't be tempted to send Red team up the middle stairwell that begin on the second level: It's almost impossible to get past a shotgun-toting guard waiting near the top.



Use these external stairs to reach the hostage room adjacent to the bridge, but watch out for the two guards at the top if you're playing on the elite level.



GameSpot Game Guide: Tom Clancy's Rainbow Six: Rogue Spear



At the very top of the superstructure is the hostage room; the bridge is adjacent to it, and that's where the bomb is. Slow down and carefully climb the last flight of stairs, especially if you're playing on the elite level (there are two guards outside this hostage room). Open the door to the hostage room and be ready to fire immediately at the lone guard with your silenced submachine gun. Don't use a flashbang - the noise might set the terrorist leader off, and he'll detonate the bomb. Have Blue team escort these two hostages back to the bow of the ship.



After eliminating the bomb threat and rescuing the two hostages from the room beside the bridge, go down a stairway until you reach this point. You can take out the guard to the left in this picture with a silenced weapon without alerting the two other guards.



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Remember Red team was right behind Blue? Have Red move into the hostage room you just cleared and cover the doorway leading to the bridge, then let your snipers at the bow of the ship "cool down" those hot sights they've been telling you about - they can bring down the leader from back there (use Bogart's binoculars to identify the target for Johnston). When he's hit, fling the door open and clear the room while crouched, making sure you get the terrorist who's hiding in a corner stairwell at the far end of the room. Go to where that terrorist was hiding and cautiously descend the stairs. When you go down a flight, you'll see a room directly in front of you: This is where the other two hostages are located. Ease up to the door, and with a single bullet, drop the guard standing over the hostages, and the two in the next room won't notice (even though the door is open). At this point you can flashbang and assault the room where the last two terrorists are or sneak up and drop them with your submachine gun.

Please keep in mind, however, that this mission is much, much more difficult on the elite level, and not only because of the six additional tangos. Besides taking down the additional guards at the first hostage room you access from the exterior of the ship, you must make sure none of your bullets passes through them and hits steel (use jacketed hollow-point rounds). You also have to take them out before they can yell. Things get even more complicated when you get to the second hostage room, because there might be as many as five guards there - a flashbang assault is the only way to go, and the chances of success are still rather slim. I guess that's why they call it elite.

MISSION ACCOMPLISHED!

ELAPSED TIME: 7:46

HOSTAGES RESCUED: 4

TERRORISTS KILLED: 16

RAINBOW CASUALTIES: None



SAND HAMMER

LOCATION: Oman

You knew when you became a member of the Rainbow Six squad that there was no way of knowing from week to week where your might wind up - but you probably didn't expect to find yourself traveling from New York to Japan and then on to the deserts of Oman in such a short period of time.

The situation here is extremely critical. Gunmen have seized a seawater treatment plant that supplies much of the local area's water, and they are threatening to release a deadly neural toxin into the water supply if their demands aren't met. It's unclear how such a small-time organization as this one managed to lay its hands on Kurov-DK, a Soviet nerve agent, but that's not important now. What is important is that you move with stealth and precision: The terrorists might be tempted to release the nerve gas if they realize your teams are in the vicinity. You're also responsible for the hostages who are being held in a building adjacent to where the canister of neural toxin is located. But count your blessings - at least the terrorists have unwittingly split their forces into two distinct areas.

OBJECTIVES: Rescue all hostages, prevent release of neural toxin

BLUE TEAM: Chavez, Raymond

RED TEAM: Price, Noronha

GREEN TEAM: Bogart, Loiselle

YELLOW TEAM: Walther, Arnavisca

EQUIPMENT: UMP45SD for assault, 92FS 9mm-SD, flashbangs, heartbeat sensors, Desert 2 Medium

THREATS: Rookie - 10, Veteran - 16, Elite - 27

The effective use of Go codes will play a critical part in the success of this mission because of the need to strike swiftly and with maximum force. Also note that playing on elite dramatically increases the challenges facing you, because the gunmen (eleven more than on the veteran level!) are much more likely to respond to any suspicious noises or gunfire by immediately killing a hostage or releasing the toxin.



GameSpot Game Guide: Tom Clancy's Rainbow Six: Rogue Spear



Your plan will be divided into two major segments: to stop the release of the toxin and to save the hostages. For the first part, you'll need to create a plan with a Go code that will have three of your teams assault the terrorists from three different directions - once the teams are in place, that is. Send Red and Yellow teams to the left of the building containing the canister of neural toxin and Green to the second entrance at the other side of the building (the second on the left after the team turns the corner and begins moving toward the glass-enclosed walkway). Assign Blue a Go code that orders it to climb the ladder on the left side of the catwalk, enter the building, and assume a covering stance. Red and Yellow will need to advance as cautiously and quietly as possible in order not to alert the two guards in the small shed beside the building. Have the Yellow team set up to cover Red when the two guards emerge after the assault begins; place Red team just inside the doorway where it can't be seen by the terrorists who walk nearby from time to time.



Send one team into the entrance on the left side of the building containing the neural toxin while another teams covers it - two terrorists in this shed will come out to investigate once the assault begins.





As Green advances cautiously toward the far side of the building, take control of the team and crouch behind the second column; from here you can take out the guard on the catwalk (use a pistol or jacketed hollow-point rounds). Now cautiously advance to the side of the building in recon mode, checking the heartbeat-sensor display to determine when the two guards patrolling between the two main buildings are walking away from you - step around and take them out when they are. Next, bring down the tango pacing back and forth in the glass-enclosed walkway (you probably shouldn't attempt this particular stunt when playing on elite, because the sound of breaking plate glass will result in hostage deaths or the release of the toxin). Issue the Go code to send Blue up the ladder and into the front entrance.



You might want to take control of Blue team as it moves into the front entrance - there's a good chance a terrorist might be waiting just inside.





At this point, almost all your teams are in place, and it'll be time to unleash your attack. Move Green team into the building in recon mode so you can get a fix on where the terrorists are located and when any of them are walking nearby. Advance in a crouched position into the building, keeping an eye on the sensor display to make sure no tangerines are walking the aisles, then kill the gunman crouched in the corner to your right. Expect another gunman to come walking toward you from the side of the building where Red is waiting, and bring him down with a single bullet. Move back toward the center of the building, crouch at the corner, and issue the Go code that will send Red and Blue teams into the building. You should see a "Mission Objective Successful" message in just a few seconds.

Now it's time to get those hostages. There are two ground-level entrances to the building containing the hostages. Send Yellow to the one farthest from the building you were just in (it's the one on the right as you leave the building where the assault just took place) and Green to the one almost directly under the glass-enclosed walkway. Have Green team move just inside the doorway and cover the area - it'll probably drop at least one of the guards who keeps walking the floor in this area. At the same time have Yellow move in through the other entrance and cover the area to the left.

Now it's time to take clear the walkway that runs along the walls in the hostage building. Since Blue should still be up on the catwalk, send the team to the right and down the glass-enclosed walkway, then begin advancing slowly in recon mode toward the hostage building, keeping a steady watch for any terrorists pacing the catwalk. If you reach the entrance to the hostage building without getting a visual on a tango, either take control of Blue and begin peeking around the corner, or just sit tight - they'll eventually come by. There are likely to be two guards patrolling the catwalk on the veteran level.

There's no need to chance using a flashbang for the final hostage rescue. Just determine where the remaining tangerines are and bring them down with single bullets.

MISSION ACCOMPLISHED!

ELAPSED TIME: 4:54

HOSTAGES RESCUED: 2

TERRORISTS KILLED: 16

RAINBOW CASUALTIES: None



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LOST THUNDER

LOCATION: Djakovica, Kosovo

NATO's efforts to keep the peace in war-torn Kosovo have taken a turn for the worse: We've just learned that a chopper containing three NATO officials has been shot down over the city of Djakovica in Kosovo. The good news is that we know where the officials are being held by Serbian army irregulars; the bad news is that the streets are choked with patrols that won't hesitate to open fire on you, and a heavy downpour means you're likely to have trouble hearing or seeing tangerines until you're right on top of them.

You might be tempted to take as many Rainbow team members on this mission as possible, simply to give you more firepower against the trigger-happy patrols, but the truth is that smaller is definitely better on this mission: A single skilled operative backed up by a good team can get the job done quickly and efficiently.

OBJECTIVES: Rescue all hostages

BLUE TEAM: Chavez

RED TEAM: Bogart, Arnavisca, Raymond

EQUIPMENT: MP5/10SD, 92FS 9mm-SD, flashbangs, heartbeat sensors, frag grenades, Euro 1 Medium

THREATS: Rookie - 16, Veteran - 24, Elite - 30

As usual, expect a much greater challenge if you play this mission on the elite setting. There are considerably more enemies patrolling the streets, sniping from buildings, and guarding the church where the hostages are being held, so you might need to adjust this plan to reflect those contingencies.

There's a street in front of you at the insertion point. Face it and move both teams into the bombed-out building on the other side. Continue forward and up the stairs, then position Red team in the hallway and set it to defend the area while Blue moves into the room on the right. Go to the far left corner of the room and look out the huge hole in the wall, and you'll see a guard relaxing outside a building. Toss a grenade at him while you're standing (you can't throw it far enough while crouched), to kill him - and to get the attention of a whole





mess of tangos. Be ready to fire as they come down the walkway beside the building where the guard was standing and up the street from where you started the mission. Be patient! It might take two or three minutes, and you might need to toss another grenade to create another commotion (you can toss this one while crouching). If the tangos get wise and try to sneak into the building, Red will take care of them.

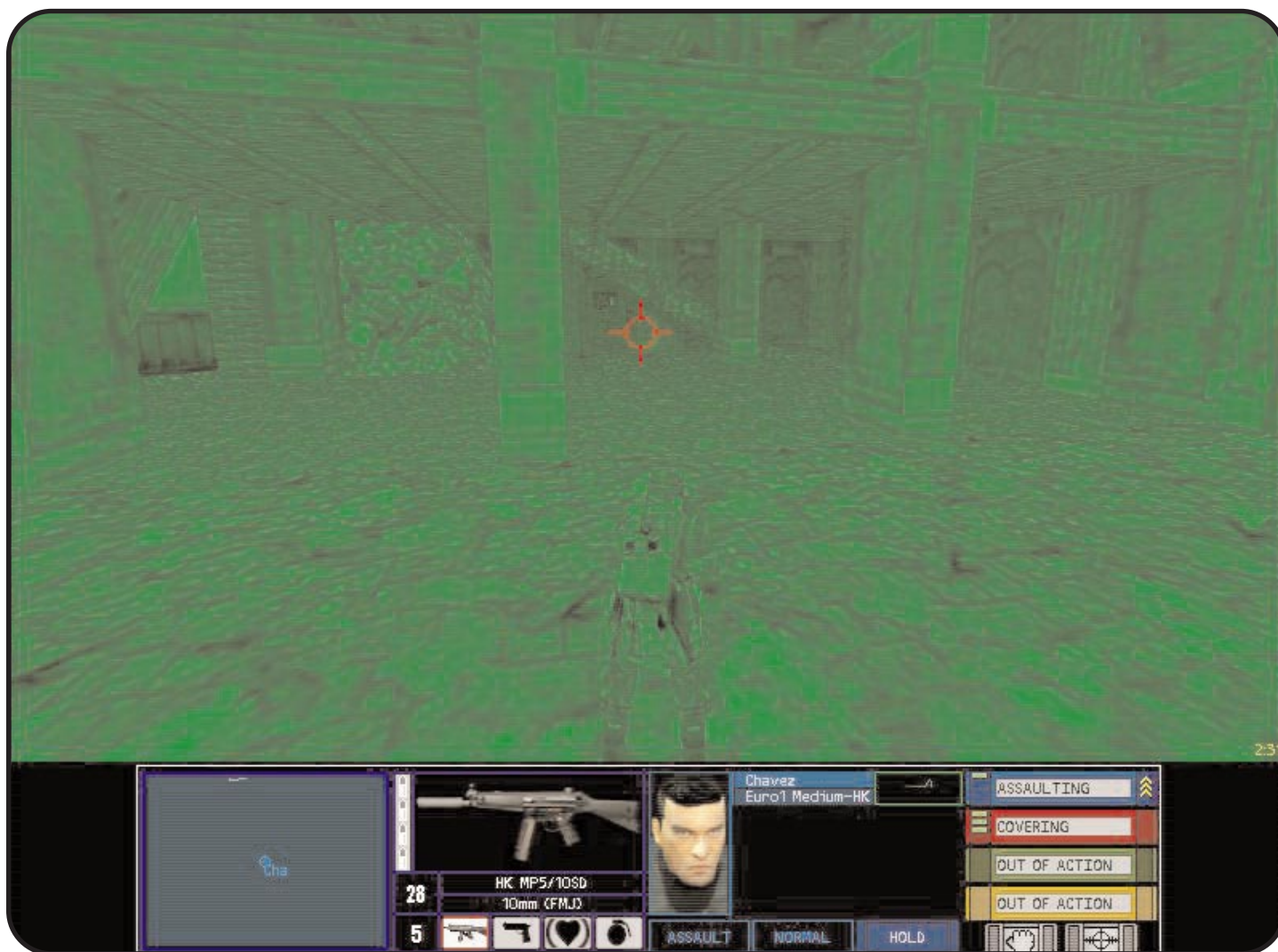


From this vantage point you can lure many tangos to their death by tossing a couple of hand grenades to get their attention and then picking them off one by one as they investigate.





When you're confident the streets near you are fairly clear of enemies (eleven kills on veteran level), take control of Blue and head back down the stairs, out the building, and turn left on the street. Turn right into the arched passageway, taking a left as you emerge from it. Move to the left and advance, crouched, to the massive doorway, then peek around (zooming when you do) to try to spot a tango standing almost directly in front of you. Kill him with a single bullet if you see him; if not, go straight ahead to the stairs (there's a lantern here), crouch, and climb the stairs, ready to shoot - he's just around the corner.



You might want to use night-vision mode to enhance target acquisition.
You can use these stairs with the lantern as a reference point when following this walk-through.





Go down the stairs and head back the way you came, but turn right before you get to the doorway and head up the small stairway surrounded by rubble. Crouch when you reach the top of the stairs and advance to the edge of the doorway on your right. Peek around and shoot the tango squatting against the wall, then peek around a little more and drop the one at the base of the stairs. Switch to your pistol and climb the stairs - at the top is a sniper who'll never know what hit him. Switch back to your primary weapon (make sure you have a full magazine) and go back down the stairs and to the doorway you entered. Looking directly out the doorway, you'll see a flight of stairs. Go there and crouch, climb the stairs, and be ready to drop the guard crouched in the room to the right.



The team that will rescue the two hostages in the far back room of the church should approach from this direction. If Blue didn't take this guy out, make sure that Red is ready for him!



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Take a left and move toward the street that passes in front of the church, using your heartbeat sensor as you advance to determine enemy positions. Most likely there's one walking the street, and you can take him down as he's walking away from you toward the church entrance. Go back along the wall, crouch, and use your sensor to spot two more tangos - one is patrolling between a wall and the flight of stairs where you shot the guard near the lantern, and another is on the other side of that wall, most likely smoking a cigarette or relaxing. Drop them both, reload, and go to the street in front of the church: It's now free of all enemies.

There's a guard in the right side of the church vestibule; peek around the corner and eliminate him. Another guard is in the next room (the one with the pews), so use your heartbeat sensor to determine his location, then once again peek around, and kill him. Pause and use the heartbeat sensor to determine how many enemies are remaining. Most likely there'll only be three, one guarding a single hostage and a couple more with the other hostages in a small room.

While you are doing these Rambo-style maneuvers, you should have Red team begin advancing along the same path you took, climbing the stairs with the lantern and slowly moving into position near one side of the church (the right side if you're looking at it from the front). It's possible to line up a sniper shot and take out the lone terrorist, but it's also highly possible you'll be spotted in the process. So let Blue continue a one-man rampage by moving to the left wall of the church and very carefully peeking around the corner. If you bide your time, you should be able to take care of this guard with little or no problem.

Now Red can finish the task by advancing to the hostage room - you want the team to come in on the right side. At this point you have the same options as you did at the Museum of Art: drop one guard with fire from your primary weapon and then dash in to finish the other off, or toss in a flashbang and make a standard assault. Which method you choose will depend on your style of play.

MISSION ACCOMPLISHED!

ELAPSED TIME: 8:58

HOSTAGES RESCUED: 3

TERRORISTS KILLED: 24

RAINBOW CASUALTIES: None



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PERFECT SWORD

LOCATION: Brussels, Belgium

The situation in Brussels is tense, to say the least. After hijacking an Aolian Airlines 747 three days ago, Middle Eastern terrorists are now holding several passengers hostage aboard the aircraft, which is waiting to be refueled. Several hostages have already lost their lives, so there's no doubt these guys are very serious - and they won't hesitate to kill again if they suspect someone is infiltrating the plane.

The only good news here is that we've finally discovered the person who's been behind several of the incidents that have occurred recently: Samed Vezirzade, a major figure in the "Oil Mafia" in Azerbaijan. We know he's responsible for at least the attacks at the Museum of Art and the seawater treatment plant in Oman, as well as this hijacking. As we learn more about this character, we'll pass it on to you.

OBJECTIVES: Rescue all hostages

BLUE TEAM: Chavez, Raymond

RED TEAM: Price, Hanley

GREEN TEAM: Bogart, Arnavisca

YELLOW TEAM: Johnston

EQUIPMENT: MP5SD, 92FS 9mm-SD, flashbangs, heartbeat sensors, Black Light

THREATS: Rookie - 10, Veteran - 12, Elite - 17

Make no mistake: This is your most challenging assignment yet. A 747 is big when you're standing beside it, but get inside and you'll see that you're in some pretty cramped quarters - and this makes it extremely difficult to judge, during the planning process, just how exposed a team will be at particular spots throughout the mission, especially at the tops of the spiral staircases. Move stealthily and check on each team frequently to ensure they're not visible until the time comes for a coordinated assault.

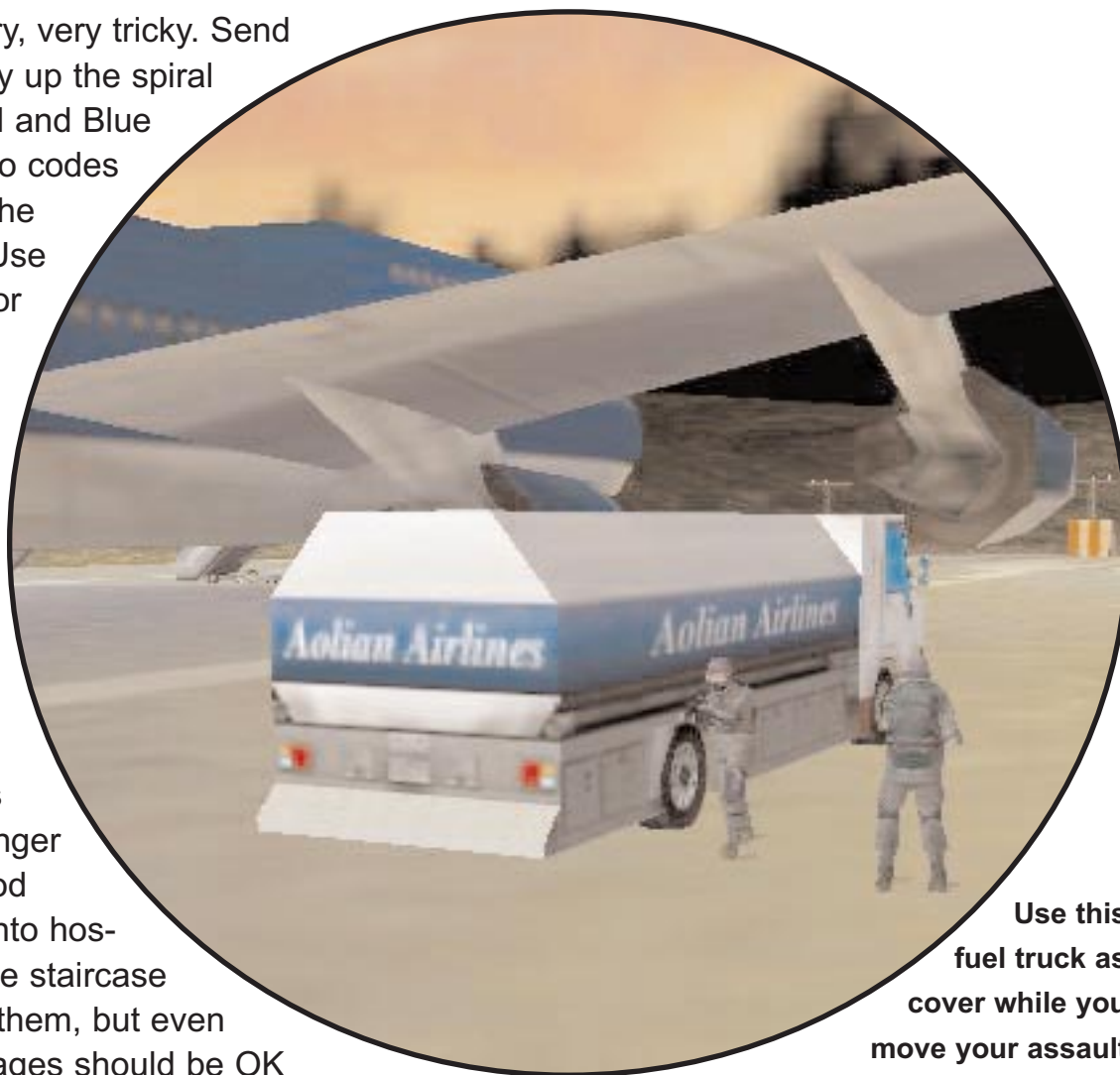
Send your sniper to the hilltop overlooking the plane, and have him wait while the three assault teams move along beside the truck to avoid detection. Remember, the terrorists will pop their heads out the rear cargo door from time to time to make sure nothing is





approaching except the truck and its driver, so be careful. Now send your assault teams into the rear cargo door. Ideally you'd like to clear the entire cargo deck of tangeros without them raising a cry, but it's practically impossible. Even if they do get off a shout, though, it's not the end of the world, provided you're patient and wait for the terrorists up on the passenger decks to calm down.

The next part is very, very tricky. Send Green team halfway up the spiral staircase while Red and Blue wait for separate Go codes at the ladder near the front of the plane. Use the heartbeat sensor to determine when the terrorists are all either away from the front or in the process of walking away, and order Blue team to climb the ladder and move quickly to the spiral staircase that leads to the upper passenger deck. There's a good chance they'll run into hostiles at the top of the staircase if you don't control them, but even if they do, the hostages should be OK unless you're playing on elite. Speaking of elite....



Use this fuel truck as cover while you move your assault teams into place.

Green and Blue are now poised halfway up the spiral staircases leading to where the hostages are being held. What you do next depends on whether you're playing on elite or veteran level. On veteran level, it's quite possible to order Red team to go up the ladder, sit tight in the room closest to the front of the plane, and pick off (with a single bullet) the first tango who enters the room. Quite often this will cause the terrorists in the upper passenger





deck to start marching down the stairs like lemmings, and you'll wind up with a big pile of bodies and only a couple of tangos for Green and Blue to deal with. Even the terrorist standing at the passenger entrance of the plane is likely to take off and sit at the bottom of the steps, waiting for fate to take its course.

On elite, however, the terrorists will shoot hostages the split second they think a fellow gunman has been shot. So the best overall plan is this: Have Red climb the ladder and hole up in the room, preferably in a corner where the team can avoid detection. Take control of Green team and monitor the heartbeat display, and when the terrorists are once again at a distance from the room where Red is hiding, switch to the sniper on the hilltop and get ready to drop the tango at the doorway. Keep in mind, however, that you'll need to have a Go code assigned that will launch all three teams on a simultaneous assault. When the Go code is issued, Blue should flashbang the upstairs passenger area and then move in for an assault in a clockwise fashion. Green will emerge and also assault in a clockwise fashion on the lower passenger deck, and Red will come charging down the right side (when facing the tail) of the plane's interior and attack the same area as Green. Coordinating this is incredibly difficult, but it's about the only thing that works, especially on elite.

Have the sniper take out the tango at the doorway, then immediately issue the Go code to take advantage of the confusion that was caused by the takedown. And one last thing: Good luck. You'll need it

MISSION ACCOMPLISHED!

ELAPSED TIME: 5:37

HOSTAGES RESCUED: 5

TERRORISTS KILLED: 12

RAINBOW CASUALTIES: Chavez out one week





CRYSTAL ARC

LOCATION: Georgia, Russia

We've gotten lucky. An anonymous tipster has provided us with the location of Vezirzade's dacha. Now all we need to do is get some equipment in there that'll tip us off as to what he has up his sleeve. That's where you come in: It's up to Rainbow to sneak into the dacha, bug the phone lines, and set up surveillance cameras.

OBJECTIVES: Disable security system, plant phone bug, plant surveillance camera

RED TEAM: Pak Suo-Won

EQUIPMENT: Pistol (any choice because you are now allowed to use it), lockpick kit, heartbeat sensor, Euro 1 Light

THREATS: Rookie - 7, Veteran - 10, Elite - 11

After all the bang-bang, it's time to keep things quiet - very quiet. Luckily, you can get in and out of this mission fairly easily if you take the time to study the patterns of Vezirzade's guards: They move like clockwork, which you can definitely use to your advantage.

Activate your heartbeat sensor and begin moving alongside the wall directly in front of the insertion point (the left side, because the right side goes nowhere). Go as far as you can, then turn right, climb the small wall, and quickly duck down behind the larger, broken wall between you and the dacha. If you move quickly, you can get here soon enough to see a guard walking the deck from left to right. There's another guard coming down the hill just beyond the wall you're hiding behind. Using the heartbeat sensor, follow that guard's progress until he passes you walking left to right. The guard on the deck, in the meantime, should now be walking away from you on the left side of the dacha. Stand up and move quickly in the same direction that the guard on the deck is going, and quickly crouch down underneath the deck as best you can. As soon as the guard overhead passes by, quickly dash left across the driveway and then left behind a broken wall. Crouch in the back corner of this wall and wait for the other guard to go back up the hill.





**Crouch below this deck to avoid detection by the guard.
As soon as he passes, spring to the left and take cover behind the broken wall.**

The driveway guard will return and go into the house containing the security equipment. As soon as he leaves your field of vision, from your crouched position, run (while crouched) up to the side of the house and squeeze as far back into the corner as you can: If you don't move, the guard won't see you as he passes by going back down the hill. Stay crouched and hug the wall as you move around the building to the doorway. When the guard inside goes upstairs, dash into the bedroom, deactivate the security system, then move to the corner beside the bed and crouch down - the driveway guard is coming back. After he leaves and you're sure the interior guard has gone back upstairs, you can leave this building and return exactly the way you came, simply performing the same tricks in reverse.





**You won't be noticed by anyone as long as you crouch in this spot,
no matter how close the patrolling guard seems to be.**

Head to the insertion point and turn left, moving through the small ditch and the wall on your right. Move all the way to the end of the ditch, then climb slightly up the hill facing the dacha - enough so the heartbeat sensor can show you where the tangos are located. When the coast is clear, scramble up and head to the doorway. Scan the area to make sure no one's close inside the dacha, then use the lockpick kit to quickly open the door. Duck into the bathroom on your right.





From here it's simply a waiting game. Study the guard's movements, and you'll soon see opportunities to open the bathroom door, dash down the hallway, and enter the room on the left. Plant the bug and begin waiting for yet another opening to head left, then right, across the foyer, and finally up the stairs to the room with the picture. If you need to, you can use duck into the bathroom on the first floor and crouch behind the toilet - provided you don't move a muscle when guards come by! Once you've made it upstairs and planted the surveillance camera, you've once again got to repeat the process in reverse and make your way back to the insertion point.



In a pinch, you can hide behind this toilet - provided you crouch and don't move a muscle.





This mission is strenuous, but the information obtained by your efforts will be invaluable to closing down Vezirzade's operations and preventing him from sponsoring further terrorist acts.

MISSION ACCOMPLISHED!

ELAPSED TIME: 20:21

HOSTAGES RESCUED: 0

TERRORISTS KILLED: 0

SURVEILLANCE DEVICES PLANTED: 2

SILENT DRUM

LOCATION: London, England

Great work at Vezirzade's dacha. Now you're going prime time.

A group calling itself the People's Parliament has taken over a television studio in London. Neo-Nazis, Nationalist Front, skinheads - call them what you like, but the bottom line is that they'll start killing hostages if we interfere and attempt a rescue or shut down the power to the studio so they can't broadcast their hate-filled screeds.

There are catwalks above the ground floor you can use to advance toward Studio A, where the hostages are being held, but don't forget that the tangos probably know about them and may be posting watches to avoid being caught by surprise.

OBJECTIVES: Rescue all hostages

BLUE TEAM: Price, Raymond

RED TEAM: Bogart, Hanley

YELLOW TEAM (OPTIONAL): Johnston

EQUIPMENT: MP5SD5, 92FS 9mm-SD, flashbangs, primary mags, Blue Medium

THREATS: Rookie - 12, Veteran - 15, Elite - 16

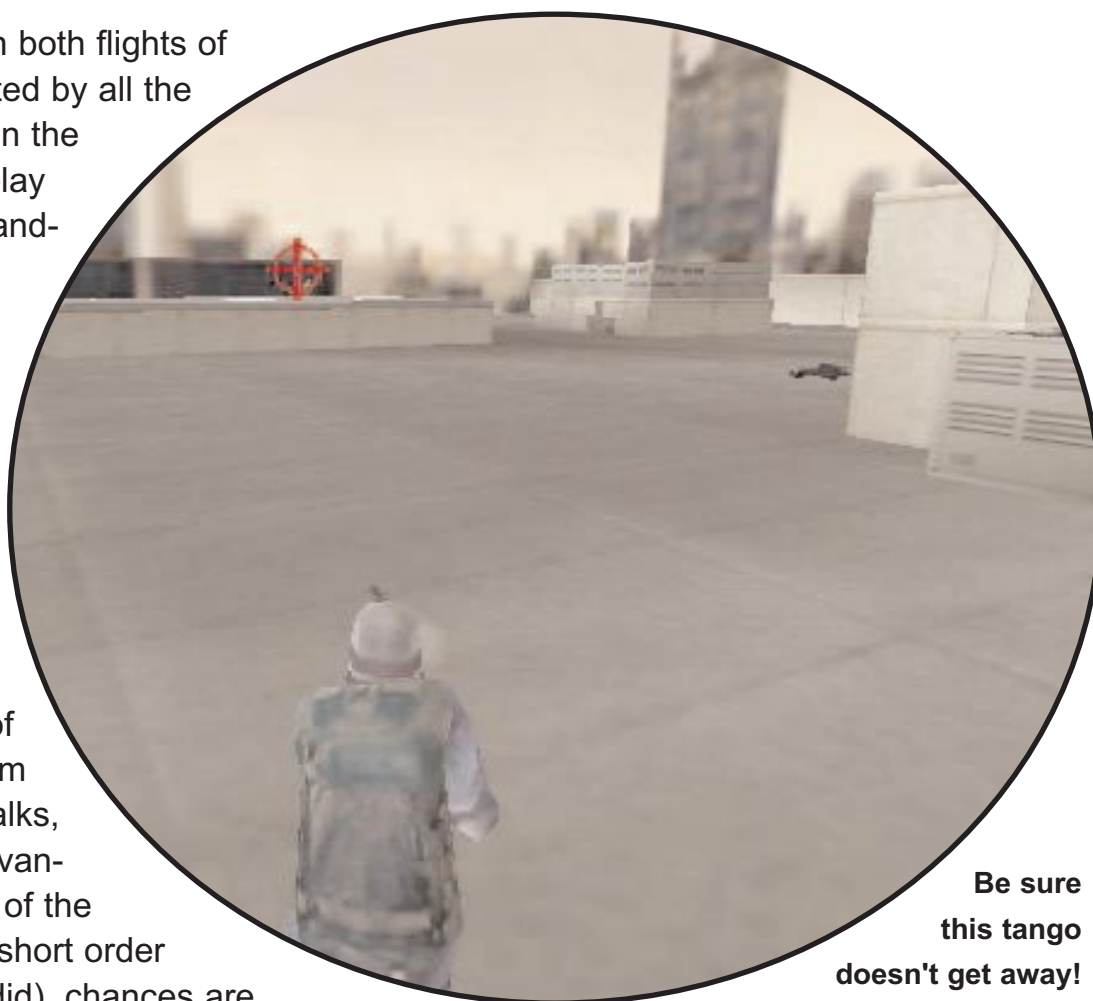




These guys aren't smart, but they're heavily armed. Even so, it only takes a little stealth and a high degree of situational awareness to end this business in very short order.

You have the good fortune of total heartbeat surveillance on this mission, so use it at every possible opportunity. Send Red and Blue teams over the wall when the two tangos walking the roof won't see them, and have them advance to the small building closest to the wall. From here you can take out the two threats with relative ease, but be sure not to alert the guard who's on the roof to the left. Take him out, then send Blue team to the stairway entrance at the far side of the roof from where you started and send Red team down the stairway in the middle of the building. Assign Red team a Go code to hold and cover after it descends the stairs - you'll want to control these guys yourself because of the dark conditions along the catwalks.

Send Blue team down both flights of stairs - don't be tempted by all the purple dots you see on the heartbeat sensor display when you reach the landing between the two flights - and check your heartbeat sensor. The biggest threat during this operation is a gang of thugs patrolling the entire TV station, and if you can catch them on the ground floor instead of trying to deal with them in the darkened catwalks, you're at a distinct advantage. If you took care of the tangos on the roof in short order (which you probably did), chances are



**Be sure
this tango
doesn't get away!**



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very good that this little trio is roaming around down here. Wait for them to enter a room, then open the door and enter the hallway that circles the station. Drop any lone guards you see with single bullets, then use the heartbeat surveillance to set up an ambush as the gang emerges from a room. Believe me, the effect can be devastating.



Ambush this roving band of skinheads, and you'll eliminate the biggest threat facing you during this operation.



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Once that major threat is eliminated, it's fairly simple to roam the hallways of the station, checking your sensor display to see where guards are posted and to determine which ones are occasionally climbing up to the catwalks. Keep Red team in a safe place on the catwalks where you can move it into position to take out any tangos who venture up. Once the number of terrorists is down to three or four in the studio, you can begin your assault. Move both teams to the entrance at the rear of the studio, open the door, and have them spread out behind the black backdrop. Because these terrorists are a bit on the dimwitted side, you can probably take them out one at a time with machine-gun fire - they don't seem too anxious to fire on the hostages - but a flashbang assault would probably work just as well or better.



Begin your final assault from the rear of the studio. It actually helps if the terrorists hear you open the door because, they'll file in to meet their death: single shots from your weapons.



MISSION ACCOMPLISHED!

ELAPSED TIME: 5:19

HOSTAGES RESCUED: 3

TERRORISTS KILLED: 15 (note that you don't have to kill all the tangos to win)

RAINBOW CASUALTIES: None

FERAL BURN

LOCATION: St. Petersburg, Russia

Believe me when I say I fully understand the stress your teams have been working under: Being responsible for innocent lives can be an awfully heavy burden. But your next assignment might just provide you with a chance to kick back and raise a little hell - as long as you complete the mission objectives, that is.

There aren't any hostages involved in the St. Petersburg operation, so the only reason for stealth is so you can move into a position where you can unleash all the firepower at your disposal in the shortest time possible. Thanks to the bugs you planted at Vezirzade's dacha, we know that personnel inside the Russian military are selling weapons to criminal organizations. A buy has been set up to take place at a dock in St. Petersburg. The men picking up the weapons work for a Russian gangster named Maxim Kutkin, the son-in-law of a fellow named Lukyan Barsukov - also known as the Russian godfather. Apparently these weapons aren't just a bunch of six-shooters: The wiretapped conversations have led us to believe that something very deadly could possibly be changing hands here.

OBJECTIVES: Neutralize all gangsters and army personnel

BLUE TEAM: Chavez, Filatov

RED TEAM: Bogart, Murad

GREEN TEAM: Price, Hanley

EQUIPMENT: UMP45SD, HK.45 Mark23, frag grenades, heartbeat sensor, Green Medium

THREATS: Rookie - 6, Veteran - 11, Elite - 15





This operation is as simple as one, two, three. Your top priority at the start of the mission is to eliminate any chance of the gangsters escaping by boat. Have one team move forward and climb onto the dock and take a right (the guard on the walkway above won't see or hear you). Crouch as you approach the corner, then use your UMP45SD's scope to drop the guy leaning against the wall by the boat. Be careful, though: If he falls in front of the doorway and makes a lot of noise, the gangsters will scatter. In the meantime, you should have two other teams take the same route but climb the steps instead of turning left to face the boat. As they come up the stairs and turn around, the teams should fan out, heading to either side of the building where the buy is taking place. Watch out - there are a couple of guards on the left side of the building and a couple more that can see your team on the right side as they walk back and forth near the trucks.



Dropping this tango near the boat is a top priority, but try to do it when he's leaning up against the wall to avoid alerting the gangsters that something fishy is going on near their getaway boat.





Order the team that killed the boat guard to advance closer to the boat, then cover the area in case any mobsters try to flee by water. Now it's time to flush out the bad guys. Take control of the team on the far right side of the building (right, if your back is to the boat), chuck a grenade or two near the truck and cars, then get ready to start shooting. There's nowhere for the gangsters to run once the shooting starts, especially since you've got the boat covered, so you shouldn't have much trouble picking them off as they pour out of the building in an attempt to reach their cars. If they should get into a vehicle, aim for the tires. Your only real worries here are the Russian army guards - they seem to be a little more composed than their gangster counterparts.



Toss grenades from this spot to put an end to any plans for a pleasant departure for the mobsters and the Russian army personnel selling them weapons. Make sure you've taken care of any guards who might get the drop on you as you unlimber those hand grenades, though.



MISSION ACCOMPLISHED!

ELAPSED TIME: 1:57

HOSTAGES RESCUED: 0

TERRORISTS KILLED: 11

RAINBOW CASUALTIES: None

DIAMOND EDGE

LOCATION: Murmansk, Russia

Not only did you get your yas-yas out during that last mission - you also recovered a couple million dollars and enough plutonium to make a nuclear device to level a city. It turns out the plutonium came from a storage facility for nuclear warheads run by one Colonel Rudenko. We'd like to speak with Mr. Rudenko.

Your job: locate the colonel and get him back to the extraction zone in one piece. If he's dead, he's of absolutely no value to us.

OBJECTIVES: Rescue Colonel Rudenko

BLUE TEAM: Chavez, Raymond, Arnavisca

RED TEAM: Price, Hanley, Burke

EQUIPMENT: UMP45SD, .45 Mark23-SD, frag grenades, lockpick kit, Desert 2 Medium

THREATS: Rookie - 12, Veteran - 20, Elite - 28

There hasn't been a lot of disparity between the difficulty levels in the last couple of missions, but that's not the case here. With eight more tangos - and very alert ones at that - the task facing you on the elite setting is much more daunting than on the veteran level. You have been warned.

Have Chavez, carrying a lockpick kit, advance by himself to the doorway to the left of the gates and open the door. This will not only alert the guard in the tower above, but will also cause a guard to come running from farther inside the compound - a good thing, since it's



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much easier to take him out as he enters the front room than it is when he's standing behind barrels. Head into the room, crouch in the far right corner, and wait for the guard to enter from the rear. Shoot him, then stand up and turn around to see if you can shoot the guard who's on the ground floor in an adjacent building. If you can't see him, you can get him by heading to the right as you enter the base - he's inside the first room on the right.



The guards crouched in front of this concrete bunker will never know what hit them - and taking them out will allow Red team to move more freely on the other side of the installation.





Move toward the door you jimmied with the lockpick kit and be ready to shoot the tower guard who's heading down the staircase on the right. At this point you can have someone on Red or Blue kill the remaining tower guard and advance to your position. As the teams enter the installation, you'll notice tunnel entrances on the far right and left; send Blue to the left one and Red to the right. Issue a Go code to halt all teams just at the tunnel entrances, then take Chavez down the left tunnel, hugging the wall tightly as you advance slowly. There's a guard kneeling down about 15 yards past the tunnel exit. Move very carefully to the left with your gun leveled, and you can bring him down with a short burst. Now use a Go code to have the rest of Blue team catch up with Chavez and to have Red team begin moving down the right tunnel.

Blue team should head straight out of the tunnel and circle the concrete bunker in a clockwise fashion. There are two guards crouched down here who are sitting ducks for single bullets. With them gone, Red team can now move freely near the bunker on its side of the installation and kill the lone guard near the fence. Don't have Red team advance any farther just yet; Blue is going to clear a path for Red.

Have Blue crouch and move through the fence, quickly turn left, and advance up to the open doorway. From here you can peek right around the corner and take out two guards who've been looking out the windows from time to time, but when you do, this will send another guard scurrying out of a control room right beside the guard who was farthest from you. Stand up and break into a run, and you can probably drop him "on the fly," but don't sweat it if you don't catch him before he runs into the building in which Rudenko is being held - he's not going anywhere you can't find him. Move into that building and cautiously advance straight ahead, turning right to follow the white tiled floor. There'll be one guard patrolling the hallway here, and if you didn't kill that control-room guard, he'll be down at the bottom of the staircase. Be ready for both of them. Order Blue team to defend the area just in case guards try to use the stairway during the confusion that's about to take place.

Now send Red team through the fence; have the team turn right down the inclined driveway, then turn left and advance about halfway down before halting to cover the area. Toss a couple of hand grenades as far as you can, then assume a covering position. The resulting explosion will cause the terrorists holding Rudenko to try to flee in an armored vehicle, but Red team will be able to stop them with little or no problem, without your control. Rudenko most likely will hop out of the vehicle and either crouch against a wall or run back in the direction of the garage. Hold your position, then switch to Blue team and open the door at





the bottom of the staircase - but be ready with guns drawn for any guards walking by. Once you're fairly certain the coast is clear, chuck a few hand grenades toward the control room you can see, to draw some attention, then skedaddle back up the stairs to the ground level.



Once Blue team has eliminated all the guards who might detect Red team's presence as it moves down the driveway leading to the garage, position Red to stop the getaway vehicle.



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Now have Red team advance to escort Rudenko, but be very alert for any guards who might not have been drawn away by Blue team's pyrotechnics. Issue the escort order and run back to the extraction zone. There's no need to take Blue there: The mission ends the moment Rudenko is safe.



Rudenko is likely to flee during the action that halts the armored vehicle. You're likely to find him hiding in a corner somewhere like this, but be watchful for any remaining guards who might emerge as you go to retrieve him.



MISSION ACCOMPLISHED!

ELAPSED TIME: 5:10

HOSTAGES RESCUED: 1

TERRORISTS KILLED: 16

RAINBOW CASUALTIES: None

SILVER SNAKE

LOCATION: Georgia, Russia

Your retrieval of Rudenko was a nice piece of work. It turns out the buy in St. Petersburg wasn't Rudenko's first dealing with Kutkin; Rudenko has sold Kutkin enough plutonium to create four low-yield bombs. But we all know there's no such thing as a "low-yield" nuclear device if it's detonated in a heavily populated area.

Our informer has told us of an upcoming meeting at Vezirzade's dacha involving another deal. Before it takes place we need to infiltrate the dacha once again and retrieve some crucial computer files. You'll be able to carry weapons this time, but don't think this is going to be another bang-bang affair like at the dock; the computer has been rigged with a self-destruct device that Vezirzade's men can quickly activate if they suspect danger.

OBJECTIVES: Retrieve computer files

BLUE TEAM: Pak Suo-Won, Sweeney

EQUIPMENT: MP5SD5, 92FS 9mm-SD, lockpick kit, heartbeat sensors, Arctic 2 Medium

THREATS: Rookie - 17, Veteran - 21, Elite - 23

Begin this mission by turning right and hugging the wall all the way to the end, then edge up the hill and use your heartbeat sensor to determine where the tangeros are - just like you did before, remember? This time you can drop the bad guys, but it's crucial that you do it when they're in the right locations. There are four guards (on veteran level) patrolling the deck around the dacha. The one walking left and right, directly in front of you, should be shot when he's not near the doorway or a window; the two guarding the driveway and right side



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of the house should be shot just as they turn and begin to walk away from you, so the guards in the house with the security system won't see them fall. To take out the last one, follow the route you used in the earlier mission to reach the house with the security system, and pick off the guard at some point when he's away from windows and doors on the side closest to you.

If at some point the guards in the house with the security system become aware of your intrusion, go ahead and open fire. As long as they don't reach the dacha, your mission can still be salvaged, although the folks inside the dacha will be a lot more antsy, and you might have to wait a while for them to calm down a bit.



Begin your mission here and use the heartbeat sensor. You can also switch to an external view at the same time to get an exact idea of where guards are located.





Now head up the driveway and onto the deck, moving to the side where you shot the last tango. Use the heartbeat sensor to determine when the coast is clear, then open the door and run, crouched, up the stairs in front of you. Stop near the very top and check for guards in the hallway, taking them each out with a single bullet if necessary, then run into the room with the computer. Quickly shoot the guard in that room - if he reaches the button on the wall to the right, your mission is over. Go to the computer keyboard and download files (look at the keyboard and use the "manipulate environment" command).



Be prepared to encounter at least one other guard in addition to the one in the computer room.





Getting out is a little more tricky than getting in. The best tactic is to go halfway down the stairs on your right as you leave the computer room and use the heartbeat sensor to discover the guard's pattern of movement. Once you've ascertained it, you'll want to leave the same way you came in - it's the shortest way out - unless you prefer to try to shoot your way out through another exit, which I don't recommend unless there's no alternative. When you reach the deck, go around and to the right, back down the driveway, and finally along the wall to the extraction point.

MISSION ACCOMPLISHED!

ELAPSED TIME: 7:18

HOSTAGES RESCUED: None

COMPUTER FILES RETRIEVED: Yes

TERRORISTS KILLED: 7

RAINBOW CASUALTIES: None

ORACLE STONE

LOCATION: Smolensk, Russia

Kutkin hasn't been deterred one bit by the blow he received in St. Petersburg. Using the plutonium that Rudenko had previously delivered to him, Kutkin has set up an operation somewhere in Siberia to build bombs. We wouldn't know that if you hadn't managed to retrieve those files. Thanks.

Now we need to find out where the bomb-building operation is located. You'll have to infiltrate Kutkin's spa and plant surveillance devices. Just like during the first operation at Vezirzade's dacha, the use of deadly force is prohibited. The good news is that there aren't many guards here; the bad news is that if anyone spots you, the mission is botched - and there are a lot of guests roaming this vast manse.





OBJECTIVES: Bug phone, place surveillance camera

BLUE TEAM: Pak Suo-Won

EQUIPMENT: No primary weapon, any pistol, heartbeat sensor, lockpick kit

THREATS: Rookie - 5, Veteran - 7, Elite - 7

There are two guards standing between you and the entrance to the spa, one almost directly in front of you in the archway and a second near the far gate. Use the heartbeat sensor to determine when the one in the archway has turned and is walking back toward the spa, then peek over the hill to see when the guard by the gate has walked behind a wall. Dash to the archway and enter the door on the first door on the left, closing it once you're inside. Ascend the spiral stairway on your left, constantly checking the heartbeat sensor. At the top of the stairs, pause and scan the area, go right, then left down the hallway, and then into the first room on the left. Close the door and plant the phone bug.

Be patient and use the sensor to see when the coast is clear. You can move around the room to extend the sensor's range slightly, but remember to keep it level as you do so. Head back down the spiral stairs and through the door in front of you into the laundry room. Exit the laundry room, turn right, and take the rightmost door. From here you have a myriad of options because there are so many rooms you can duck into to escape detection (shut the door



Dash into this door to enter Kutkin's spa.



behind you when you do!), but the ultimate goal is to work your way down the main hall that runs parallel to the steps leading into the courtyard area where the fountain is located. Try to avoid rooms that have balconies, such as the library - there are entrances to the balconies from the second floor, and your heartbeat sensor is no help in detecting the presence of people that far above you.



Head down this hallway to reach the library, but make sure the guard who's outside is not in a position to see your movements.





Go down the hallway and turn right to reach the library. Be careful! This room has a balcony, and you can easily walk into the room while visitors are walking along the balcony. To be on the safe side, try opening the door and immediately turning right, hugging the wall as you work your way to the painting. Glance around to see if there is indeed anyone on the upper level before you start placing the camera; take the same precaution on the way out.

Exit the library and turn left, then immediately turn right into the semicircular tile-floored area. You can check the sensor display here without danger of being spotted from above. When the guard who's been walking up and down the main hallway leading to the library steps outside and moves to one side, you can dash down the hallway before he comes back inside. Go back using the same route that brought you to the library, then head to the extraction zone via the archway.



Stay close to the walls or hide near the stairs (as seen here), if you discover someone is on the upper floor of the library.





MISSION ACCOMPLISHED!

ELAPSED TIME: 10:31

HOSTAGES RESCUED: None

SURVEILLANCE DEVICES PLANTED: 2

TERRORISTS KILLED: None

RAINBOW CASUALTIES: None

TEMPLE GATE

LOCATION: Prague, Czechoslovakia

It appears Vezirzade's a bit upset about the last visit you paid to his dacha: He's assembled an eclectic group of terrorists and has had them storm the opera house in Prague during a command performance. Yes, you heard right - a command performance. That means there are some very high-ranking officials being held hostage, include Czech president Hasek. There are a lot of tangerines in there, and the situation is not good. The hostages are being held center stage, with guns trained on them from all angles, including from above.

The terrorists are making extreme demands that can't possibly be met. The only hope for the hostages lies with you and your Rainbow teams. When you launch the operation, keep in mind that some of the terrorists are taking hostages to the restrooms from time to time.

OBJECTIVES: Rescue all hostages

BLUE TEAM: Chavez, Arnavisca

RED TEAM: Price, Hanley

GREEN TEAM: Walther, Raymond

YELLOW TEAM: Bogart, Novikov

EQUIPMENT: MP5/10SD, 45 Mark23-SD, flashbangs, heartbeat sensors, Black Medium

THREATS: Rookie - 15, Veteran - 22, Elite - 24





Be sure to use jacketed hollow-point rounds on this mission. These guys are on a high-tension wire, and the least bit of extra noise can scotch the whole operation.

Just as in Djakovica, the temptation to use as many Rainbow personnel as possible to infiltrate the opera house is very tempting. But the narrow hallways and numerous rooms mean that sending too many people in - no matter how cautiously you order them to advance - is likely to result in casualties. This doesn't mean you shouldn't have several teams ready, but it does mean that one or two small teams can do the lion's share of the work.

Don't even think about using the front entrance. Yes, it's possible to open the doors without taking casualties, but it's senseless in light of the fact that it's easier for a single two-man team to come in from the rear and clear out the front hallway guards. With that in mind, have a two-man team climb the fire escape in the rear, enter the building, and climb to the highest level. Locate the guard up here and take him out. Go down the stairs that were on your left as you entered the level, moving slowly and watching to make sure you don't walk unwittingly into a gaggle of guards. Face the rear of the opera house, check the sensor display, then get set to make an end run around the interior perimeter of the building. The reason you're taking this route is twofold: It's the only way you can get past the stage area to reach the front of the building and gain access to the other side of the opera house - eliminating those pesky guards at the front entrance along the way - and you can pretty much pick off tangos one at a time as you do it.

There are a couple of potential tricky spots as you make this circuit. There's a group of three tangos that will be in a different location each time you try the mission, so lock in their position and make plans to ambush them. Another tricky situation is when two guards take a hostage to the restroom. It's definitely advantageous to catch these guys on a bathroom run because it makes for an easy ambush - and there's one less hostage and three less tangos to deal with during the main assault. They stop granting the hostages this little generosity, and they wind up staying in the main hostage area, making your final assault that much more difficult. Unless you do find a way to begin the mission by going through the front entrance, you'll have to be very quiet as you make your way around the building, or the terrorists will cut off bathroom privileges. The best way to take them down is to hide in the entrance to the bathroom, shoot the first as soon as he appears, then step into the hall and shoot the other - he'll be confused or may even begin to run away.





Rescuing one of the hostages early means there are two fewer terrorists to deal with at the final showdown - but if you make too much noise before you get to this area, the terrorists will stop providing their victims with this amenity, and you'll have missed your chance.

At this point a single team has cleared the ground-floor perimeter, and the other three teams can enter through the front door. Before you send the teams in, however, there's one very crucial tango who must be killed. There are two balcony boxes very close to the stage; these are lower than the main balcony, and there's a single guard posted in each one. If you kill the guard in the one on the right (if you're facing from the front of the building) first, the other





one will immediately sound an alarm, and hostages will be executed. But the one on the left is standing in shadows, and if you deal with him first no one will be the wiser. To get to this important target, go down the left hallway until you reach a half-flight of stairs, go through the door, creep into the box, and use a single bullet to dispatch the guard.

The next order of business is to clear the main balcony area and eliminate any guards roving around in the lobby just under the grand staircase leading to the balcony. To purge the balcony of terrorists, use the two stairways on either side of the opera house - climbing up the main stairs is inviting death. Use heartbeat sensors to get a handle on where the terrorists are, and if you do need to cross from one side of the balcony to make a kill, be sure to stay crouched and against the wall as you move, to avoid detection.



These upper balcony boxes are a good place to station a couple of teams when it comes time for the final assault.



If everything has gone OK so far, it's time to put the finishing touches on the assault preparation. Send a team to dispatch the remaining balcony-box guard quietly, then send the team to one of the upper balcony boxes to wait for the Go code. Position two of the remaining teams to the left and right of the stage, ready to burst through the doors and open fire. Place the last team in another upper balcony box.

Give the Go code and launch the assault, concentrating your fire on the terrorists closest to the hostages. With a little luck, you should be able to bring everyone home safely. Actually, make that a lot of luck: This is without a doubt one of the most difficult assignments a Rainbow leader has ever been given. Note: To be brutally honest, the most success I had completing this mission was when I controlled a single team.

MISSION ACCOMPLISHED!

ELAPSED TIME: 18:36

HOSTAGES RESCUED: None

TERRORISTS KILLED: 22

RAINBOW CASUALTIES: Arnavisca out two weeks

SARGASSO FADE

LOCATION: Svetlogorsk, Russia

The bugs you planted at Kutkin's spa have done the trick. We've pinpointed the location of his nuclear-weapon facility - it's in an abandoned radar base near the remote town of Svetlogorsk in Siberia.

Your mission has two stages. In the first, you must disable Kutkin's communications system so the forces there won't be able to put out a call for help - it's in an outlying base near the main facility. Once that's accomplished, you'll need to move into the main plant and destroy the machine shop and the electrical generator. None of the guards at the base should live to remember your little visit, but do your best to avoid harming the scientists at the base. They might be able to tell us how far Kutkin's plans have progressed.





OBJECTIVES: Disable the communications center

BLUE TEAM: Chavez, Raymond

RED TEAM: Price, Johnston

GREEN TEAM: Bogart, Hanley

EQUIPMENT: Enfield L85A1, WA2000 for sniper, .45 Mark23, frag grenades, Arctic 1 Medium

THREATS: Rookie - 16, Veteran - 19, Elite - 23

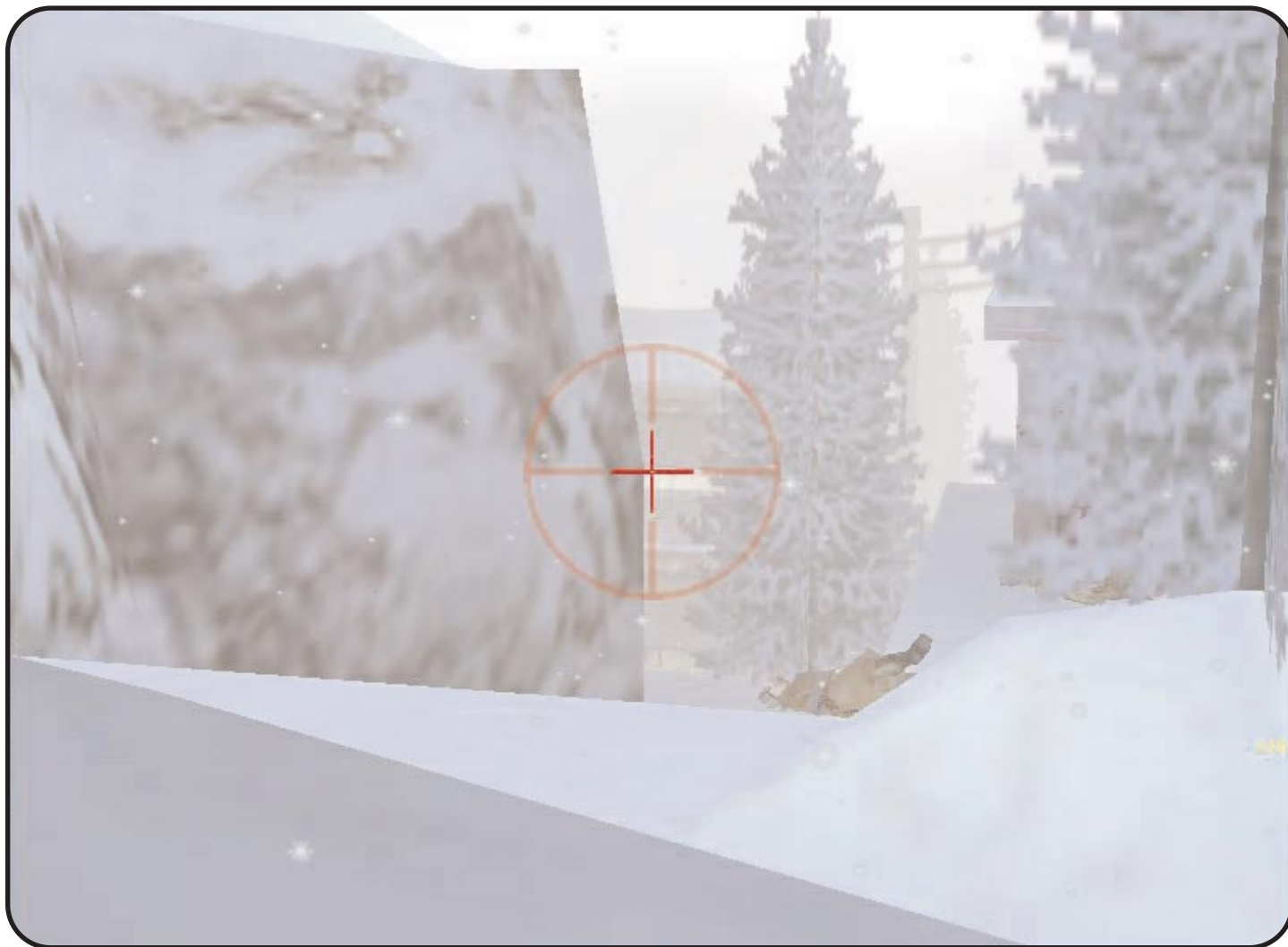
Ladies and gentlemen, this will be a genuine walk in the park after that horribly difficult mission at the opera house. Just don't let your guard down, and you'll be ready to move on to the second stage of this operation in very short order.

Send Red team with the sniper to the left side of the large rock (or boulder, or whatever it is), and put them in a safe position to snipe, while Blue moves to the right and crouches down at the spot just before the trail drops downward. One of the two teams will pick off the guy on the tower, then start scanning the terrain for guards coming to attack. Be alert - the guards move quickly and shoot accurately. One of them will probably inadvertently detonate some booby traps: You'll know they've done it when you hear a siren and some explosions.



This is an ideal spot for Blue to set up shop.





If you have trouble rooting out the second sniper in the guard tower, try inching your own sniper gradually to the right until you get the target lined up. Watch out: The enemy sniper can spot you and fire on a moment's notice.

You also have to give a lot of attention to the tall guard tower at the left side of the base. There are some real marksmen in there who can drop one of your team members with a single shot, so once you're sure no one else is charging, make a point to take those two guys out. Blue can probably take one of them down, but the Red team sniper might have to inch to his right until he can train his sight on them.



GameSpot Game Guide: Tom Clancy's Rainbow Six: Rogue Spear



Once all this excitement has died down, the rest of the operation is fairly cut and dried. Send Green team to frag the concrete bunker that's between the guard tower and the main facility, while Blue team moves into the guard tower (after both sharpshooters are dead) and climbs to the top. From the upper level Blue can pick off a couple of guards standing between the building housing the communications center and a massive concrete bunker. In the meantime, Red should be advancing along the right side of the base, heading for the ladder that leads up to the spot where Blue just wasted the two tingos. When Red gets on the roof, have the team cover the area.



It's now grenade-tossing time - but be careful not to get caught out in the open in midthrow!



Now Blue can waltz down the runway leading from the bunker that Green has cleared and take a right, moving alongside the communications center. Have Red or Blue team toss a couple of grenades through the plate-glass window into the main communications center to stir things up. If tangos don't start pouring out, you can crack the door open and chuck a couple more in. Advance carefully into the communications center - it's possible that someone might have survived, but not likely - and place the explosives on the communications device. Done and done.

MISSION ACCOMPLISHED!

ELAPSED TIME: 4:36

HOSTAGES RESCUED: None

COMMUNICATIONS DISABLED: Yes

TERRORISTS KILLED: 16

RAINBOW CASUALTIES: None

MAJESTIC GOLD

LOCATION: Svetlogorsk, Russia

OBJECTIVES: Destroy machine shop and electrical generator

BLUE TEAM: Chavez, Raymond

RED TEAM: Price, Hanley

GREEN TEAM: Bogart, Johnston

EQUIPMENT: UMP45SD, .45 Mark23, frag grenades, heartbeat sensors, Arctic 1 Medium

THREATS: Rookie - 16, Veteran - 24, Elite - 29

Going into the heart of Kutkin's bomb-manufacturing facility seems extremely daunting, but if you take your time and keep your eyes peeled, everything should turn out just fine. Although you must use whatever personnel you carried along for the Sargasso Fade operation, just about any decent operatives will do, provided they have good leadership skills. You won't need all three teams or a sniper, so you can keep a couple of your Rainbow team members in a safe place for the duration of the mission.



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The first order of business is eliminating the tango in the guardhouse. It's possible to line up a shot directly into the doorway by moving to your right and peeking around the rock, but you can also attempt to approach the guardhouse at a diagonal, keeping out of the tango's line of vision until you're right on top of him. Just be careful and be quiet. The key to getting in and wreaking some real havoc is keeping the guards at the ramp entrance at their posts.



With a little stealth you can sneak past the two guards in the towers - even when they're standing right at the window.





Red and Blue teams will take different paths leading to the two objectives once they enter the installation. Blue team should enter the installation cautiously and snipe the guard on the catwalk between the two guard towers, with a silenced weapon. It's not necessary to kill the guards in the towers; just get past them. Send Blue team down the ramp in recon mode to determine enemy locations, then turn left and get ready for a frag fest: Toss two, three, or even four grenades into the doorway on your right, but before you do, be positive there aren't any tangos in the doorway directly across from you. (It's a good idea to switch to assault mode so the backup can guard the team leader while the fragging is hot and heavy.) Move carefully into the hallway through the sliding door. There still might be a tango or two hanging around, so be ready. Once the coast is clear, turn right and enter the room with the stairway leading upward. Close the door and go up the stairs.

Go to the small building on the left and take out the guard inside, then turn back, facing the way you came out of the stairwell, and advance to the doorway across the way. Go down the stairs, through the door on the left, and finally into the next room to kill the tangos there. Return to the stairs you originally came out of into this area and head down the hall. The room with the precision machinery is on your left, but there are two scientists inside, so be careful. Advance down the hallway (you will be heading toward the room that contains the tangos you just killed) and go in a counterclockwise movement until you're on the right side of the door where the machinery is located. Open the door and hopefully the scientists will run out; if not, it doesn't really matter because the bad guy is in a lower area. Hurl a grenade into that lower area about two-thirds of the way into the room, and you should be able to walk right in and rig up the explosives to the machinery. Remember to check the heartbeat sensor to ensure the tango really is down before you go waltzing in.

Red team shouldn't be sitting still while this is going on, though. Have the team go in past the ramp that Blue team took and take a left; move cautiously, because the guards in the tower might spot you if Blue didn't eliminate them (and chances are Blue didn't). Advance through the doorway to the right of the large garage door, using the sensor to see where enemies are on the other side and taking them out when you open the door. Go forward past the crates, turn left, head down the ramp, and you'll soon be in sight of the electrical generator. There are guards all over the place here, but if you use your sensor you can easily ambush the ones out in the open with hand grenades or a spray of machine-gun fire. When you're confident all enemies are either dead or hiding inside buildings, head to the generator and place the explosive. There's no need to reach an extraction point. Once the second device has been set up, the mission is over.





Red team should have little problem picking off Kutkin's dazed and confused guards as it makes its way to the generator.

There, that wasn't so bad, was it?

MISSION ACCOMPLISHED!



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ELAPSED TIME: 11:11

HOSTAGES RESCUED: None

EXPLOSIVES PLANTED: 2

TERRORISTS KILLED: 22

RAINBOW CASUALTIES: None

FROST LIGHT

LOCATION: Smolensk, Russia

I hate to be the bearer of bad news after what seemed to be a successful operation, but unfortunately only two nuclear devices were recovered from the plant, and two more may have already been transported west. It's likely Kutkin has them, but chances are he'll be looking to hand them over to Vezirzade. We're doing everything we can now to find out when and where that exchange will take place.

And that's only the beginning. Susan Holt, who's been providing us with important background information on Kutkin and Vezirzade, was captured, along with Lukyan Barsukov, by Kutkin's men, while she was at Barsukov's house. Your next assignment is to take a trip to the spa and bring them back alive. You must move carefully: If Kutkin's men are tipped off, they'll at the very least move Holt and Barsukov to a new location, if not kill them outright.

Good luck.

OBJECTIVES: Rescue Holt and Barsukov

BLUE TEAM: Chavez, Raymond

EQUIPMENT: UMP45SD, 92FS 9mm-SD, flashbangs, heartbeat sensors, Black Medium

THREATS: Rookie - 22, Veteran - 23, Elite - 24

Whew - at least you can kill some people this time! But don't get carried away with your freedom. The most important task is to get these two innocents out alive.



GameSpot Game Guide: Tom Clancy's Rainbow Six: Rogue Spear



Begin the operation by taking out the guard to the left by the gate and the one in the covered driveway to the right. Move diagonally left toward the guard by the gate and enter the rightmost door on that side of the spa. Go through the spa area to the laundry room and through that door to the spiral staircase - you've been here before, remember? Go up the stairs and get ready for action: Just around the corner to the right is a room with a closed door where two guards are waiting, and at the end of that hallway is another room with two more guards standing in an open doorway.



See that brown doorway lit by lights? That's where you enter Kutkin's spa for this mission.



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The best trick here is to not move around the corner; instead, fire a single round into a wall to draw out the guards in the doorway so you can mow them down easily, then fling open the door to the room around the corner and blast down those two guards before they can draw their weapons. Susan Holt is in a room here, but you don't need to bother with her now - get Barsukov first and come back for her on the way out.



Hide in this room to surprise guards who are walking away from you toward the room where Barsukov is being held hostage.





Check your heartbeat sensors for the locations of tangos, before moving down the hallway in the direction of the room containing the phone you tapped the last time you were here. Your goal is to duck into the last room on the left before the hallway dead-ends into another hallway. Leave the door open. It's a perfect spot for ambushing patrolling guards as they walk away from you toward the room where Barsukov is being held. After the guards are no longer with the living, leave the room and go straight ahead down the hall. Eventually you'll come to an area where the floor is checkered tile; just before it changes back to carpet there's a passage to the right. Turn into it and open the door on the left to kill a balcony guard - he could possibly cause problems later - then go back the way you came, taking a right to resume the path you started before diverting to kill the balcony guard. You'll descend a few small carpeted steps and veer right, rather than going down more steps. Barsukov is in the second room on the left; he is frightened out of his wits, so make sure he stays close to your team members as you make your way to the extraction point. Leave the building the same way you came in, stopping only to get Susan Holt along the way. Stay as close to the outer wall as possible when you get outside.

MISSION ACCOMPLISHED!

ELAPSED TIME: 7:53

HOSTAGES RESCUED: 2

TERRORISTS KILLED: 9

RAINBOW CASUALTIES: None

HERO CLAW

LOCATION: Moscow

It looks like everything is starting to go down just as we anticipated. Barsukov has informed us that Kutkin is planning to personally deliver the two remaining nuclear devices to a group of Vezirzade's goons at a train yard in Moscow. Your task is simple: Hit the train yard and stop the exchange from happening. These guys will be ready to flee at even a whisper of noise, so if you do make a little ruckus you'd better be ready to follow it up with fast, hard-hitting firepower.





OBJECTIVES: Neutralize all terrorists

BLUE TEAM: Chavez

RED TEAM: Price, Hanley, Raymond

GREEN TEAM: Bogart, Arnavisca, Murad

YELLOW TEAM: Walther

EQUIPMENT: UMP45SD, .45 Mark23-SD, frag grenades, Street 1 Medium

THREATS: Rookie - 9, Veteran - 14, Elite - 16

This mission isn't quite as simple as the St. Petersburg affair, but with proper planning it can be finished just as quickly and efficiently.

The big stumbling block at the start of the mission is how to keep the guards patrolling the train yard from sounding an alarm. You've got two options: an all-out blitz assault with guns blazing or a more subtle and sneaky attack. If you choose the latter, you should move all your teams to their left and back against the wall at the start of the mission so the tango walking down the tracks in your direction won't see you, while at the same time sending a team between the two sets of railroad cars. When the walking guard crosses



Use the third-person view (as seen here) to aid you in gaining the roof unnoticed.





the tracks to turn around, drop him in his tracks with a single bullet. Keeping an eye on the two guards patrolling closer to the building where the exchange is taking place, crouch down and move up to bring down the guard leaning against the round building, then stand up and finish off the roaming guards as they're walking away from you.



**A blitz assault is perfect for halting any getaway attempts by the bad buys.
Make sure everyone's carrying heavy-caliber weapons, though.**





Finishing up the job isn't a big problem. Send Green team to the left side of the building where the gangsters are meeting, placing the team as close as you can to the corner where the cars are waiting. Have Blue team stationed slightly behind Green team, covering the exit, while Red is just outside the exit on the other side of the building. Finally, send Yellow up the ladder where Blue and Green are positioned, using the external view-point to ascertain when the guard is walking away from you. As he does so, climb up and crouch behind the large ventilation block.

You'll need to assign a Go code to set the big assault into motion. The Go code should send Green around the corner in blitz mode, toward the parked cars and beyond them to take down anyone who thinks of fleeing in that direction, and should send Red into the building to kill any gangsters still stuck inside once you kick off the big show. Blue will stay put, covering the exit to pick off fleeing baddies one at a time.

Wait until the guard is walking away from Yellow on the roof, then stand up and toss a grenade over the roof onto the parked cars. Switch immediately to the UMP45SD to take care of the roof guard, then issue the Go code. All hell will soon break loose - but no gangsters will, unless you let them get away on foot.

MISSION ACCOMPLISHED!

ELAPSED TIME: 2:34

HOSTAGES RESCUED: None

TERRORISTS KILLED: 14

RAINBOW CASUALTIES: None

EBONY HORSE

LOCATION: Azerbaijan

Excellent work in Moscow. The nuclear devices we recovered there had yields somewhere in the 100-kiloton range - more than enough to flatten even a large city. Now it's time to finish what you started by getting to the man himself: Vezirzade. Under questioning, one of his



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men gave us the location of his primary base of operations. It's a 400-year-old Persian fortress tucked into the hilly region near the Caspian Sea in Azerbaijan.

Vezirozade must know the noose is tightening around him, so expect his men to be ready and waiting for you. Your recon map will show the location of his private quarters inside a bunker cut deep into the mountain behind the original fortifications. Your orders are to take Vezirozade alive, though that's probably not a realistic option. But dead or alive, we still want him - and as soon as possible.

OBJECTIVE: Neutralize all terrorists

BLUE TEAM: Chavez, Raymond

RED TEAM: Bogart, Price

GREEN TEAM: Walther, Noronha

EQUIPMENT: UMP45SD, .45 Mark23-SD, frag grenades, heartbeat sensors, lockpick kit, Desert 1 Medium

THREATS: Rookie - 17, Veteran - 21, Elite - 28

Although you're facing a fairly large number of well-armed guards on this mission, you can use the design of the fortress and bunker to your advantage. Vezirozade has posted men all over the place in the hopes of detecting any intruders - but in doing so he's spread his forces so thin that there are only a few spots where you'll have to face more than one or two guards. Clearing out the fortress won't be very difficult, but unless you have complete confidence in your plan, I suggest you control each team as it makes a sweep through its designated area.

Begin the mission by sending Red and Green teams to either side of the main entrance. Have them cover the area, while Blue goes around the right side of the fortress until it reaches the cistern entrance. Just inside the main entrance, high up on the left and right walls, are windows where guards are posted, and it can be very tough to inch a sniper into position to take them out. Instead, try chucking a couple of grenades toward those windows while standing outside the entrance - if you're really lucky you might even be able to toss one into the room where a guard is. Even if you don't, the guards will become so rattled they'll at least move away from the window, if not flee down the stairs and into your waiting gunfire. Now you can fan the teams out, having one go left and the other right while advancing cautiously up the stairs (make sure the door ahead and to the right isn't standing





open - courtyard guards can see you as you walk by). From here the teams will be able to advance along the top part of the fort, taking out enemies as they go - but first you should use Blue team to clear out the bunker, drop a guard or two in the courtyard, and find Vezirzade.



Time your entrance through the cistern properly, and you'll get the drop on these three guards.





When Blue reaches the barred entrance leading from the cistern into the fortress, use a heartbeat sensor to figure out if the guards are out of sight, before picking the lock (a lockpick kit speeds things up considerably) and advancing into the room. Another option is to wait until the guards file into the room and then pick them off before entering the room. Go to the right and then left up the stairs, using the heartbeat sensor to spot enemies as you go. Turn left and then advance diagonally across the room to the doorway on the right. Enter that room and you'll see stairs on your right and doors to your left and in front of you. At the top of the stairs are two guards. Advance halfway up the stairs and hurl a couple of grenades over the banister - that should take care of the two guards, but if not, ascend the stairs and do the finishing work with your machine gun. Now use your heartbeat sensors to determine where the guards patrolling the courtyard are located; you should be able to take at least one out just outside the door closest to the bottom of the stairs.



Blue team should make a short detour on its way to find Vezirzade and take out one of the courtyard guards to make things a little safer for Red and Green teams later.





Advance to the next flight of stairs, and be ready to deal with more guards at the top (they're usually near the table in the middle of the room). Here you'll see more stairs to the right and a ramp to the left. Take the stairs, turning right to advance through the room with the cots. Now you'll see another ramp - you're getting close to Vezirzade. After using the sensor to spot enemies, advance slowly up the ramp with guns at the ready: There's a good chance a couple of guards might come down the ramp at any time. If they don't, they're probably in a room on the right.

Vezirzade is down at the end of this hallway in the last room on the right. Just toss in a grenade - he'll run out, and you can bring him down with just a couple of shots.



Chuck a grenade into Vezirzade's room to flush him out into the corridor - then finish him off.





Now you can take Red and Green around the fortress in a methodical manner, with one moving clockwise and the other counterclockwise. Move slowly and patiently as you clear out the ground level, then climb the stairs and do the same on the top level. As long as you maintain awareness of where enemies are located, you should have little or no problem with this mopping-up operation. The only real threats are any guards still remaining in the courtyard.



With Vezirzade dead, Red and Green teams can move along the perimeter of the fort to clear out the remaining guards.



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MISSION ACCOMPLISHED!

ELAPSED TIME: 12:17

HOSTAGES RESCUED: None

TERRORISTS KILLED: 21

RAINBOW CASUALTIES: None

ZERO GAMBIT

LOCATION: Cherkasy, Ukraine

Bad news. Maxim Kutkin wasn't killed at the train yard in Moscow - the body was actually one of his henchmen - and after what happened to Vezirzade, he apparently knew the jig was up. So in a crazed bid to keep to his freedom, Kutkin and an undetermined number of his men have seized the Cherkasy nuclear power plant in the Ukraine. He's been issuing demands nonstop since the takeover, but they don't seem to make any sense. Unfortunately, Kutkin says he'll shut down the cooling system if those nonsensical demands aren't met. If that happens, the resulting meltdown will be at least as devastating as the Chernobyl disaster.

There are no ifs, ands, or buts this time around. Kutkin and his men must be neutralized, and you can't let them start the shutdown process before you do it.

OBJECTIVES: Prevent meltdown, neutralize all terrorists

BLUE TEAM: Bogart, Raymond

RED TEAM: Chavez

GREEN TEAM: Weber

YELLOW TEAM: Price, Noronha

EQUIPMENT: UMP45SD, .45 Mark23-SD, frag grenades, flashbangs, heartbeat sensors, lock-pick kit, Black Medium

THREATS: Rookie - 15, Veteran - 29, Elite - 28

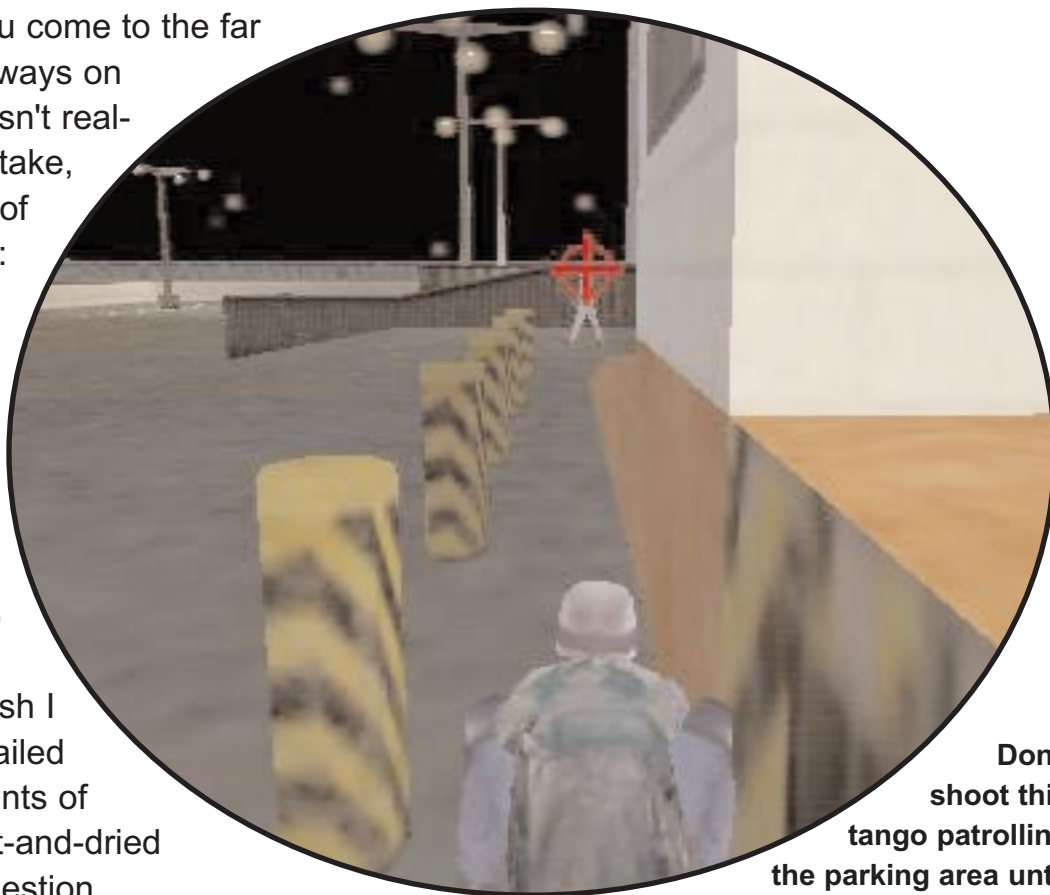




You've got triple trouble on your hands this outing: Not only are there two places where the meltdown can be triggered, but Kutkin's men are in constant radio communication - they check in with each other about every two and a half minutes. The good news is that Kutkin controls the radio transmissions; if you take him down, you're pretty much free to kill tangos whenever you see them. Clearly, the top priority is to eliminate Kutkin and give your teams freedom of action.

To do this, you'll need to infiltrate the section of the plant where Kutkin is located. While it's possible to drop Kutkin with a machine gun, I suggest sending in a single sniper or a sniper with a backup. Send Red team to the far side of the parking lot and wait for the guard to exit the building, then slip inside the open door beside the dock. Take special care that you know where the second guard is when you enter (the one patrolling the main hallway). Head to the right and down the ramp, passing through the large automatic doors. There's a lone tango walking this area; you can dispose of him without any dire consequences because he's not on the radio hookup. There are two more enemies walking the catwalks above, but you can ignore them for the time being.

Proceed forward until you come to the far wall - there are passageways on your left and right. It doesn't really matter which one you take, so long as you're aware of your ultimate destination: the door leading to a stairwell on the opposite side of the next room. Whichever way you choose to go, you must be sure to hug the walls whenever possible and be ready to freeze to avoid detection if tangos come near. I wish I could give you more detailed advice, but the movements of the guards make any cut-and-dried instructions out of the question.



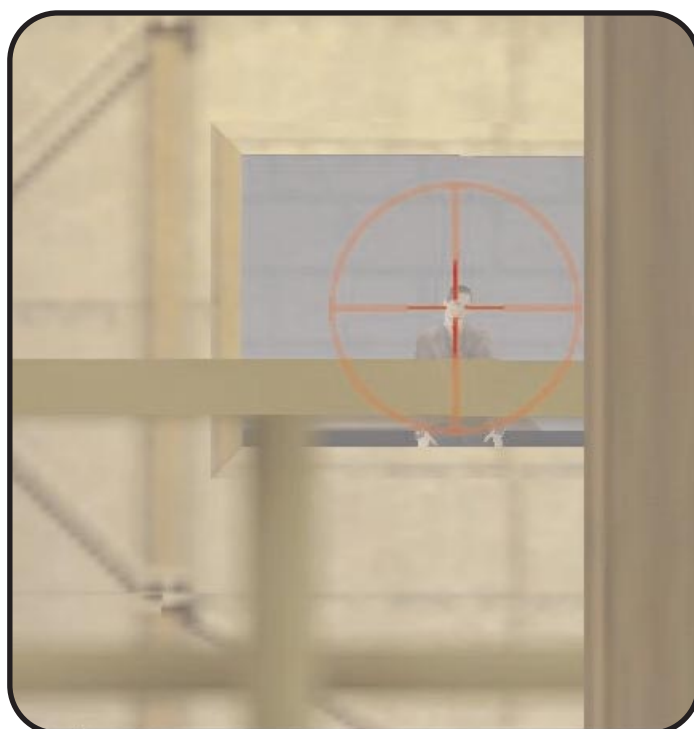
Don't shoot this tango patrolling the parking area until Kutkin's been iced.





When you reach the doorway, ascend the stairs as far as you can go, then advance through the next door and stand in the hallway. At this point you'll need to use a heartbeat sensor and carefully study the movements of Kutkin's guards, then decide whether to head left or right down the hall and out into an open area of the plant. If you use the right exit, you'll want to duck into the first doorway on your right, and vice versa if you use the left exit.

Now you're in a hallway running behind a control room directly opposite from where Kutkin stands poised to trigger the meltdown. It's likely there will be guards here, so have your silenced pistol ready. When you're certain the area is clear except for the guards in the control room at the top of the ramp, edge very carefully to the doorway facing Kutkin's control room and take out your sniper rifle. Bam! It's over in a second. Now quickly pull your pistol and be ready to deal with any guards who approach (this is where a backup comes in handy, but backups have a way of not keeping up with you as you snake your way to this location). Finally, you can creep to the control room at the top of the ramp and take out the guards there. Get your sniper to a safe place and put him in cover mode - the cavalry will be coming to save him soon.



Your best chance for taking out Kutkin is to crouch beside one of the doorways on either side of the control room directly opposite from where he's located.





Now it's time to eliminate the other guy who can trigger a nuclear meltdown. There are two ways you can do this: with a sniper from a room or an assault on the control room. I personally had better success using a sniper because the guy at the switch will start the meltdown if he hears too much noise. In any case, you'll need to dispatch the guards in the parking lot and the main hallway of the plant. Send Green to the doorway by the dock and enter that way for the safest execution of this part of the plan. You can now move into the building. It's tempting to simply send teams into the two hallways on either side of the main control room, but there are three tangos in a room upstairs with their guns trained on both halls, and there's also a lone guard walking the hallway outside the room where they're located.

At this point Green should be somewhere in the main hall. Send him into the doorway leading to the circular room with a huge pillar in the middle of the doorway. Go past the pillar and up the spiral stairs on the right, using a heartbeat sensor to see when the guard is walking away from you. Use the pistol to take him out, then head down the hall and enter the last room on the right. Now you can send Blue in the same way Green came in, but instead of going down the hall, you need to position Blue outside the room where three tangos are overlooking the two hallways. Send Yellow in the direction taken by Red, but have the team stop before going through the large automatic doors.

Switch to the Green team, pull out the sensor, and scope out the position of the guards patrolling the catwalk. When they're out of sight on the far side of the control room, climb on the table, pull out the sniper rifle, go to maximum zoom, and slowly advance forward. Eventually you'll see the top of the villain's head. Don't go too much farther, or he'll see you and activate the meltdown. Drop him with a single shot and quickly get off the table - you're in a vulnerable position. If you're feeling bold, you can use Green to try to take out those two guards on the catwalk, but be warned - it's risky business.

At this point the mission is essentially over except for mopping up. Clear out the three tangos in the room overlooking the hallways, and have Yellow go through the large doors (the ones leading to Kutkin's control room), ready to engage two tangos patrolling the upper catwalks. Once Yellow's done that, the team can turn and head back along a catwalk toward the main building (the one accessible from the parking lot). Go through the automatic door leading to the control room where all the action just took place to find two rooms, one on either side of a hallway; simply open the doors to the rooms and take out the tango in each one. You've almost cleared one of the buildings - all that's left are two guards on the catwalk



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and two more on the ground floor (probably hiding in a corner). I prefer to toss a few grenades from the room where the "three amigos" were guarding the hallways, but at any rate you should have little or no problem wiping up the remnants in this part of the plant.



To snipe Kutkin's buddy at the second meltdown device, climb atop this table, put the scope to your eyes, then inch forward until the top of his head is in view.





There are still quite a few baddies in the other area of the plant, but basically all you need to do is advance slowly and carefully toward Kutkin's control room and be constantly scanning for enemies. There are about five or six in the two rooms adjacent to where Kutkin's body fell after your dropped him with that sniper shot, and there are several more in the rest of the plant. It might take a few minutes, but stick with it, and before long you'll have brought them all down.

MISSION ACCOMPLISHED!

ELAPSED TIME: 22:48

HOSTAGES RESCUED: None

TERRORISTS KILLED: 29

RAINBOW CASUALTIES: None





Chapter Five:

Cheat Codes and Easter Eggs

Occasionally, even the most dedicated Rainbow team leaders can become frustrated at the challenges facing them. While we certainly hope our guide will help you achieve total success on each and every operation, there's always the chance that something can go wrong on any given outing... and the next one... and the next one.

If you reach the point where you simply can't take it anymore, here are a few cheat codes to help you get past the trouble spots that make you so grumpy your friends don't like speaking to you. Remember, use these only as a last resort - you might enjoy ripping right through enemies, but you sure won't have the feeling of reward and accomplishment that you get when you complete an operation fair and square. The best way to use codes, like team invincibility, is sort of as an ad hoc save-game feature. If you've mastered all but the very last bit of a difficult operation and are tired of working your way through what's essentially conquered ground, turn on team invincibility and play up to the spot you haven't been through 20 times, then turn the cheat off and play as normal.

By the way, many of these don't really give you an advantage - they simply make things look a little goofy - and one of them actually kills your own teammates every few seconds (but it's still funny to hear!).

To use a code, hit whatever key you have assigned to the chat function, type in the code, and press the Enter key.





CODE	EFFECT
avatargod	God mode
theshadowknows	Invisibility
teamgod	Team invincibility
explore	Turns off victory conditions
5fingerdiscount	Refills inventory
silentbutdeadly	Fast Action Response Team (FART) - leader has lethal gas problems
monocle	All characters have one eye
turnpunchkick	2D characters
clodhopper	Characters have huge feet
bignoggin	Characters have big heads
meganoggin	Characters have really big heads
nobrainier	Turns off AI (doors cannot be opened!)
stumpy	Bodies explode when shot (note: this didn't seem to work well)
1-900	Exaggerated breathing



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